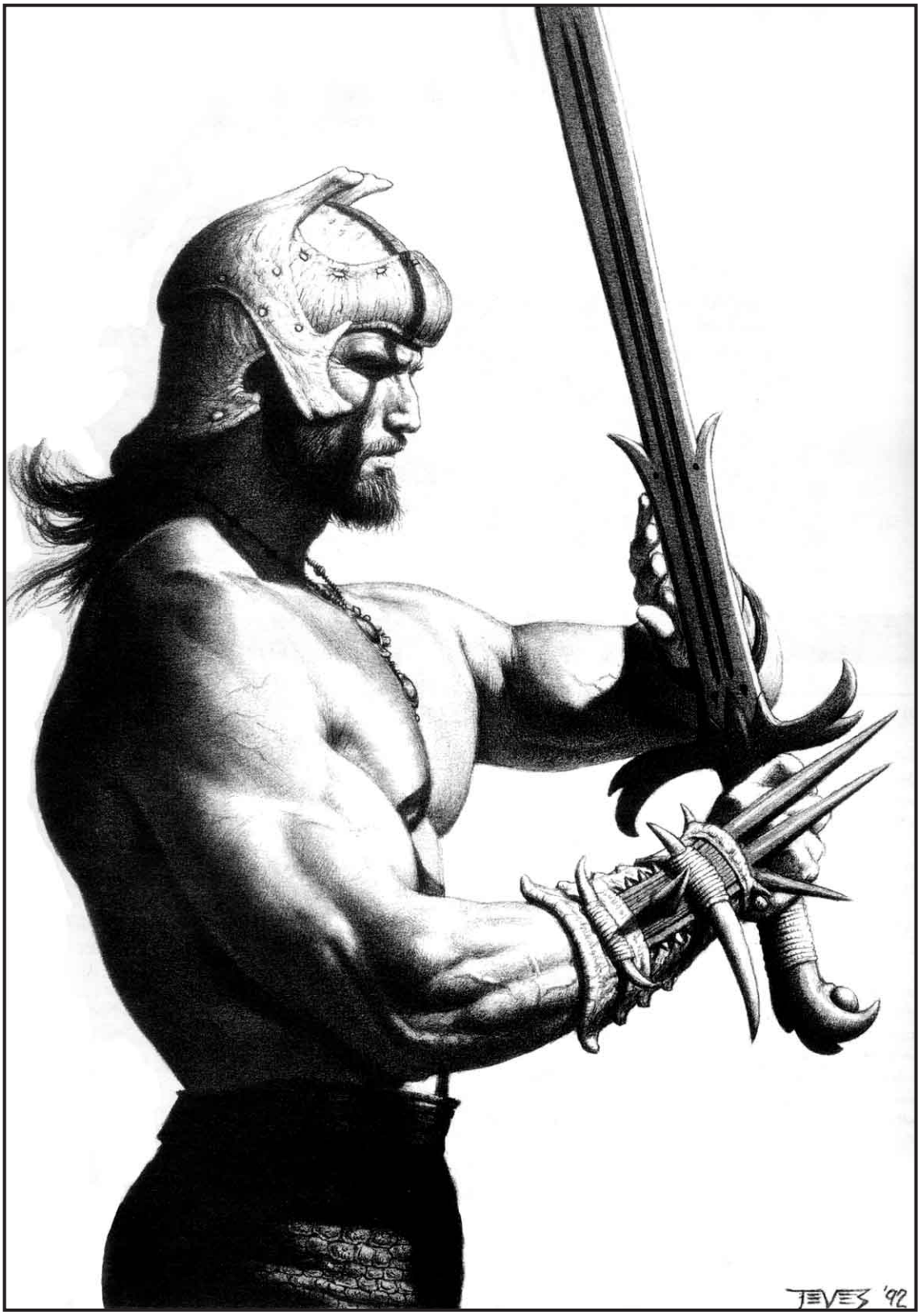
Jorune

Sholari´s Guide



Foreword

This file is a compilation of Jorune material I found in the Internet. As of now, Jorune 3rd ED. is out of print, but some material exists official and not so official, that was planned for furure releases which, obviously, never went to the printers. Also some of the material comes from older book that are very hard to come by, but could be useful for a campaign. I´m making this file whith the intention to provide those interested with a manual where everything is in one place. Of course I can´t guarantee that I didn´t oversee some material that should have been in here, so drop me a line if you have some of this useful stuff.

This book is (as the name implies) mainly for the Sholari, players should read this file or parts of it only if their Sholari approves...

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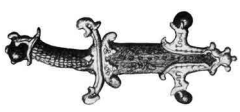

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Fragments of Jorune History

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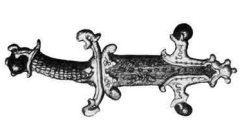


Earth Colonies of Jorune

Written by Andrew Leker

The Earth colonies stationed themselves all over the surface of their new planet. At the time of the war there were several colony sites in what is now Burdoth, Lundere, the Doben-al, the Khodres, Anasan, Dobre, Jasp, Drail, and Thantier. Though humans survived at only of a few of the many colonies, a few hundred did survive, resulting in the large human populations on Jorune in 3500 P.C.

Drail

The humans of Drail faired poorly. Changes in their biology resulted in the creation of new human races such as the trarch. The harshness of the Drail jungles and barren wastelands were especially difficult environments. No semblance of terran society still exists in this south-western realm.

Jasp

Those of Jasp have changed very little since the days of the colony. Their language is the closest to true English spoken on Jorune. The styling of their clothing and their habitations mimic the ancient Earth standards. Their racial mix is constituted mainly of Caucasians, of which, most are European. Medium to dark skinned people are also found, though they average a few inches taller than the lighter skinned inhabitants.

Thantier

The humans of Thantier deserve special attention, which they will receive in following sections. Briefly, these humans were left relatively intact at the time of Leesh-Ebeeca, „The Dying Time" of the shanthas. They still wielded an arsenal of Earth-Tec, and they suffered few casualties during the shanthic assault. Had they not boldly stridden over to Tan-Iricid, planning to be the island's new rulers, they probably would have been the most successful humans on Jorune. They might have even rebuilt their civilization to a state comparable to that of Earth standards. However, after losing to the thriddle in an inexplicable defeat, they retreated back to the coast of Thantier, where they were faced with an invasion of cleash that appeared to come from nowhere. They battled the cleash for more than one thousand years, during which time their culture departed greatly from that from which they started. They survived only through there careful distribution of resource, their dedication, and their willingness to sacrifice. The resulting culture shares little in common with other human settlements on Jorune. Their racial mix is the most varied among the present realms. (facial hair is tolerated less with age)

Lundere and Dobre

The humans of Lundere and Dobre did not fair well. Small groups survived here and there, but they amounted to little in the long run. Eventually, humans from these eastern realms melded into groups of humans elsewhere. The exceptions to this will be discussed later under the topic of human settlements in non-human realms.

Thantierians in Khodre

Few or none of the Khodre's human population is native. However, over the millennia, exiles from Thantier have been cast into the Doben-al, and many have made their way north to the Khodres.

The Humans of Thantier

Written by Andrew Leker

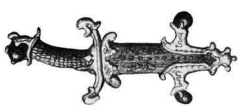
The original humans in Thantier were among the luckiest of the Jorune colony. More humans survived the war with the shanthas along the Sea of Cerridus' northern coast than in any other part of the planet. Though their Earth-Tec resources were mostly destroyed, the Thantierian population quickly reassembled in the years after Leesh-Ebeeca. It was in the eleventh year after the colony's destruction that the human settlements joined together in a journey to Tan-Iricid, that island located in the middle of the Sea of Cerridus which they remembered was home to the thriddle race and the Mountain Crown, a fortress built of stone. Upon reaching the thriddle haven, these surviving humans began imposing their will upon these creatures. Although tolerated for a short Ume, the Thantierians quickly made enemies of their thriddle neighbors. Attempting to drive the humans from the island, several hundred thriddle were killed by the use energy weapons the humans carried. Although it remains a mystery of history to this day, somehow the Mountain Crown employed some technology at their disposal that drove the humans off the island. To this day the only description of this offense is recorded in the notes of Hoshi Go-Moi, a Tan-Iricid scholar of this era, „The sky erupted in a flame taller than a mountain. A Flame as bright..."

Briefly then, the humans were driven from Tan-Iricid, and forced to return north to Thantier. Here they regrouped. Some lives were lost, and much of the Earth-Tec resource they took with them. Life settled down for a few years before the beginning of the cleash invasion. They poured into this human realm slowly at first, then in ever increasing numbers. The Thantierians were never able to ascertain where they came from, but one thing was for sure: the cleash would kill with little provocation. Soon, with human retaliation, they would attack on sight. In the following decades, the humans erected huge fortresses to protect themselves. None of these strongholds survive to today. A multitude of castles sprung up. Populations were ever increasing. During the first century of the wars the battles were small, more like skirmishes; then, later, the war took on new dimensions as the cleash came by the hundreds and then by the thousands. The struggle for survival imbedded the Thantierians deeply into the fabric of their lands. A new hidden valley would be the perfect location for a new castle. With such a leap in populations, the manpower necessary to create such large structures was available. As the Earth-Tec failed and the luxury of repair became impossible, new methods were found.

The war with the cleash would continue for a thousand years, and leave the land in places ravaged. The Thantierians got used to digging into one place and staying for a long time, often cut off from other settlements. Through this they developed a strength of independence that they would never give up. It was less than two decades after they had driven the cleash from their lands that they made contact with the Burdothians. These humans had never battled the cleash, and lacked any understanding of such a foe. Although they complained of the crugar (which were not unknown to the Thantierians), these creatures were deemed a minor nuisance by comparison. The Thantierians would never consider the humans of Burdoth to be as strong or durable as themselves. They would never accept them as equals.

Many of the castles still stand to today. They are often inhabited by the descendants of the families that built them and fought for them. The beautiful styles which developed during the Thousand Year War are preserved.

The view of Thantier at a glance would be that she was just another area of human survival that would have done better had they not failed in Tan-Iricid, but in fact, of all the decimated colonies on Jorune, those of Thantier initially faired the best. At the time that her populace attempted to take the Mountain Crown, her Earth-Tec capability was still great. Had the gamble with Tan-Iricid not been taken, all indications suggest that Thantier would have been a pinnacle of human survival. With mostly distant warp mappings to this realm, the inhabitants were rarely subject to shanthic assault. They would have survived with most of their Earth-Tec, and the ability to build back up to their original technological level.



The History of Caji Gends

Written by Andrew Leker

„Through Caji's labors came a new stage in the evolution of life.
He was the root of all other progressions, even those of thriddle."
Introduction to the life of Caji, 3417, by Salrough Gomo, Thriddle Seer of the North West Woodlands.

Note that sections of this historical outline are taken from the remembrances of Caji Gends from his thriddle friend, Bennid Ho-Gomo.

The life of Caji Gends was unusual from its beginning. Abandoned at birth, he was taken in by the people of Gauss. Although unusually bright, he made few friends. Without a proper family, he was slow to learn the social graces which were so quickly establishing themselves. His body was different from those around him. At seemingly random intervals during the day and night, Caji's body would glow brightly, giving oft small bolts of static energy. To the others of Gauss, he was seen as a freak. Most shunned him; there were even those who caused him suffering.

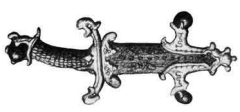
Day he spent tilling soil, night he spent reading. Although selections were few, he was able to borrow the works of Iscin from Bennid Ho-Gomo, the only thriddle in Gauss. Being able to read and write were skills he valued. Little of his time was spent in the company of others.

In 2928, Caji was invited by one of his few friends to the death gathering of an old human. More than 30 people attended the gathering, most of whom knew the deceased, Herren Whyste. At the death gathering, Caji learned, stories were told of the deceased by friends and relatives. None of the stories, except one, prompted any special response from those assembled. The old boccord, Darro Kirth, recounted a tale told to him by Herren Whyste many years ago. While wandering south, Herren told him, he had come across a dark opening between two columns of stone. „Moving a little closer, he was pulled into the darkness, and flung into a cold dark room. There he found stones which spoke stories which he could not understand, but which he could see and hear." The crowd roared with laughter, they knew that Herren had a tendency towards vivid dreams. Caji did not laugh. The existence of „talking stone," and a form of darkness which pulled upon you, fascinated him. A life of tedious labor would be his no longer. The next day he would seek out the columns of stone.

With the first light of the morning, Caji gathered his few possessions and traveled south, Into the „Corondon Lands." Although few ventured into this foreboding region, Caji shrugged off any possible danger. He had overcome greater obstacles staying alive in Gauss.

He searched for days before he found the double columns spoken of at the death gathering. Like Herren, he too was pulled into the darkness; also, like Herren, he found himself in a dimly lit room. With glow moss he had brought along, Caji illuminated his surroundings. After exploring adjoining rooms, he realized the enormity of the complex.

Many of the walls were covered with complex shapes and symbols which he could not understand. Often, there were holes in the walls, precisely carved, neighbored by grooved slits in the stone. Near one such wall, Caji found a small circular piece of stone. A protrusion in the stone fit perfectly into the wall's narrow slit. Caji carefully placed the stone into the hole. To his amazement, the various symbols and characters on the wall glowed brightly as the sound of voices entered the room. Soft, but dignified, the voices spoke rhythmically In a language foreign to Caji's ears. The speaking stopped after a minute or so; the Illuminated walls faded as well. Caji was fascinated by the ingenuity of this speaking stone. He searched onward with further vigor.



Pressing further Into the depths of his present location, Caji found small stones shaped like „durlings," durlig cakes shaped into a ring. The two knobby ends of the stones arced towards each other. Soon after examining one of the stones, Caji felt flush. He knew that the static lights would soon come from his body, producing a firedance on the walls around him. Since he was an infant, this had been part of his life. He spread himself comfortably on the cold stone floor. Still with the object in his hand, he relaxed as deeply as possible, something that always eased the pain, and allowed the sparks to flow more evenly from his body. After a few moments of this, and before his body started Its brilliant cycle, Caji felt a strangeness in his head. Sounds and pictures were inside of him. Images of places and events he had never known. Although he could not understand the languages spoken (they were quite unlike anything he had ever heard), he somehow understood the messages the stone spoke. He was learning bits and pieces of a place and time.

Caji was enthralled by the abilities of such „rock." The connection between his concentration and the images he saw was immediately clear. After a minute of using the first of the „durling stones," Caji placed another one in his hand. He tried to relax, to see what images this new stone would bring. At just this time, Caji's body was beginning to enter Its „Time of light." Instead of seeing Images, and hearing voices, Caji felt a surge of life rush to his palms. All at once, a huge blast of heat flew from his hands into a nearby wall. With that surge, Caji felt all of his vitality fade. It was as if all of the firedance which he would normally give off in minutes had emerged in just an instant.

As excited as he was, Caji felt heavy and tired. His body ached and his hands were swollen. Curling up on the hard floor, his exhausted body fell fast asleep.

After many hours of what must have been a very deep sleep, Caji awoke to see a tall slim figure standing a short distance away from him. Rising slowly, he noticed for the first time that he was In a different room. Light was provided by fist sized orbs which floated in each corner of the room. The tall figure had a large round head, and apparently, no eyes. It stood motionless, next to a thick stone cylinder. Caji spoke a hesitant „Hello?" to the creature, who responded in a graceful voice with subtle inflection, „You shau the beginnings of mashtre." The sounds were smooth and barely distinct; still, Caji understood. „Who are you?" Caji forced out.

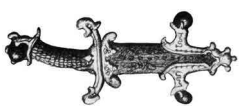
„Iyy am Sho Copra-Tra, Sholari of Tashka," the form slowly enunciated, „This spech is new for meh."

Caji heard the words but knew not what to make of them. He thought perhaps that this might be a „Shan-thah," creature of legend. „Are you a Shan-thah?" Caji questioned.

„A Sholari of Tra," the figure answered.

During the next few hours, Caji and the sholari communicated questions and answers. Over this period of time, the Shantha's ability to speak the human language of „Entren" improved quickly. At the end of this time, Caji new much of his host.

Sho Copra-Tra was indeed a Shantha. By a confusing measure of moon cycles, Caji figured him to be almost two hundred years old. His host was a „Sholari," which Caji learned was a sort of priest. This entire complex was the home of the Shantha. Caji also learned that he had been carefully observed since his arrival in the shantha's temple. Sho Copra-Tra informed him that few had ever ventured into his home, and of those, Caji was the first to show other than „animal intelligence." After seeing how he mastered the use of the „Sarceens," Sho Copra-Tra knew that this small „H'ooman" was capable of more than just „cashiln" (walking).



The exchange was not all one sided however; the sholari discovered that the visitor was not, In fact, a H-ooman, but was a muadra. Caji told the round headed creature of his life in Gauss, and his dislike of the prejudices against him. To copra he explained the displays of light and sound which he alone gave off. „Although others of my kind do as well, I alone bring radiance to my surroundings." Sho Copra-Tra did as best as possible to explain that the light and sound that Caji gave off was part of „Sho-Caudal," part of life. With his words, the Sholari produced a spherical orb the sized of a gimlit (a sweet fruit sized like a melon). As it hung there motionless, Caji could see great swirls of color marauding their way over the orb's surface. „You too, can learn such mastery Caji." With this invitation, the young muadra from Gauss puzzled over his situation. Never during any of his contact with the shantha did Caji feel the least bit threatened or intimidated. He sensed great sensitivity in his host, as well as his great power. He felt great desire to learn from the shantha, to master these abilities dormant In his body. Even as he stood pondering, Gauss seemed further and further away In his mind. He saw this opportunity as his chance to become more than just two strong hands at durlig harvest.

As Caji finished those last thoughts, the shantha offered in a gentle tone, „Come then, your possessions have already been gathered."

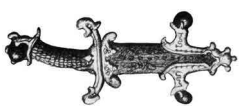
Over the next few years, Caji Gends slowly mastered the art of weaving energy into orbs of purpose. At first the goal was simple enough, „Weave the form tightly enough so that it can proceed great distances without unraveling." When this task was mast red, next came the „Quick release," which threw the orbs away from Caji's hands as soon as they were woven. In time, he learned to vary the form of the orbs he created. Although Caji never learned to pronounce the shanthic names of the various types, he created names of his own, starting with „Power Orb."

Although he learned to create orbs of great destruction, the emphasis on the training was always upon mastery and discipline, not upon harm to others. Each new form he learned was simply a challenge to his mind, intended to teach him new methods of thought. Eventually, Caji was taught the practice of creating bolts. Although it stung the hands to create them? certain fluids (used as energy In this case) could only be contained (delivered) by bolts (this way). Caji took the training seriously, dwelling upon every nuance of the Sholari's instruction. Although he spent time out of the temple confines, never during this period did he venture back to his past home. His thoughts rarely drifted back to the fields he once tilled.

At the end of twelve years, Caji had learned hundreds of new skills, new patterns of thought, and more importantly, and appreciation and respect for the legendary „shanthas." His mind and body had both grown during this incubation. Sho Copra-Tra was pleased with his disciple's grasp of the teachings. Caji was now a reserved individual, by choice, not by necessity. He could return to Gauss as an equal, one who was valuable at times other than harvest.

He bid sholari Sho Copra-Tra farewell, promising to return within a few weeks. As he trekked homeward, his thoughts spun wildly. He was eager to find his friend, Bennid Ho-Gomo, and to share with him the wisdoms he had seen. Caji carried with him to sarceens that Copra had allowed him. One held nothing more than an amusing collection of images and sounds. The other held the skill of carving ornate jewelry out of stone. Both were intended to be presents to the people of Gauss upon his arrival.

While still a day's journey to Gauss, Caji passed through a densely forested area. An alertness he had learned from the sholari told him that he was being followed. Turning quickly, he saw two crugar, swords slung over them, approaching on all fours. After a mere moment's hesitation, Caji launched „suspension orbs" around each of the crugar. Suspended several feet in the air, the crugar were of no immediate threat. Although uninjured, they seemed startled beyond compare. Caji had seen crugar before, but none armed with weapons. He thought this odd, but not of much importance. Leaving the crugar suspended for the short life of the orb, Caji continued on his way, trying to decide what first to show his thriddle friend.



The Ramian invasion of 3113

Written by Mark Wallace

Before Burdoth was a realm, it was split into many provinces which often opposed each other. Only through the wars of many centuries did the principle province of Ardis establish herself dominant over the others. This was not to happen until the Energy Weapons War of 3445.

The Ardis region has historically wielded the most might of the Burdothian provinces. Though it originally extended only as far north as the Glounda Forest, ramian sieges of the 32nd century forced the Dharsage rule of Ardoth to press north to drive out the conquering ramian forces, establishing Ardoth's presence as far north as Sychill.

With the advent of regular ramian invasions, the Dharsage knew that it would only be a matter of Ume before the gire forces entered through the Bolpey Channel and to Ardoth herself. Ardoth intensified her ship-building and patrolled the Bay with earnest. Burdoth's eastern-most lands were garrisoned. At the same time as Ardis was expanding by the north and northeast, Lusail, the realm's northern-most province, was also suffering gire assault. After losing Trosoe, a large coastal city, the people of the neighboring city of Sydra fled south to a branch of the Lusail River. This temporary migration of coastal peoples settled at the foot-hills of the Liggit Mountains, boxed in-between the Ayns on the north and the Roise Mountains on the south. The city they founded is still populated, and is called „Elds."

Hearing that the gire were continuing their inland march, many of the refugees of Alds decided to leave the valley, fearing that with no route of escape, they were certain to die at the hands of the gire. A population of about four thousand headed back to the end of Syls Valley and entered a large forest, feeling assured that the ramian would not venture there to find them.

Their leader, Salmansi T'san, was an inspirational man, a true visionary who was able to convince these people to enter a dark forest, full of unknowns, under his leadership. They traveled aimlessly for many months, learning what was edible, and what was not, what was tame, and what was wild. Near the heart of the forest they came across a valley with a lake, in the center of which rose a forested island. Salmansi stopped the weary procession and told them that they were at their new home. Construction of their city began immediately.

Lands for council were placed on the island Elgry, in the lake's center, to which a long dock was built to the shore. The buildings in the forest were designed to blend in, not carve through the wilderness. Tree stations were erected in a huge line of sight that ringed the city. The site chosen in Glounda was relatively free of Corondon, mandare, scragger, and croid, all of which had plagued the travelers since their entrance into the forest. Tarro, however, were abundant. Their new home fell short of being a paradise.

The ramian invasion of 3113 took the entire Bay of Assydre by complete surprise. They ripped into the coastline, laying waste to town, cities and farmland. The native S'sydrans were killed in indiscriminate hordes wherever the ramian gire traveled. This was especially true in Sydra, the bay's southern-most city. The ramian „Eecroh" were sent in advance of military force to stir as much panic as possible.

One of the city's tribute captains sat on a hill-top early in the day, from where he saw several ships travel down the coastline from the east. The unfamiliar outline of the gire vessels aroused his suspicion, and he ventured down the hill for a closer look. Small landing vessels were nearing the sandy-white shores of the bay. Even from a great distance he knew that the forms traveling to the beach were not human. Finally he was close enough to see them clearly; they were hideous, bony things that stood a near arm's-length above a man. They wore little clothing, and carried few weapons. Upon hitting the shore they disembarked rapidly,

traveling in pairs in all directions. This Sydran was about to head back west to the city, to warn his people when he recalled Syla's whereabouts. She had taken advantage of the warm Mullin day to rest by the side of the city's Thooh'sa. There was no way that she could know of these creature's arrival. The scene of her death was tragic - the young tribute captain lashed out at her murderers and began a vengeful killing spree. Legend says that this young man slaughtered so many of the invaders that the people of Sydra had time to escape the siege of their city. The fabled character was given the name „Lelligire," which means „ramian killer." The city of Trosoe took his name at the end of the war.

Sydra and Lelligire greet each other

After the war's end

After the ramian had been driven out of Sydra, but before any Sydran refugees had returned from Elds, or elsewhere in S'sydra, many of the surviving Lelligirians traveled to Sydra to scavenge the city's remains for stone, wood, and anything else that could prove useful for construction. The Sydrans returned to find their city pillaged by Lelligirian hands; there was great outrage which turned immediately to hostility. The survivors from Elds were lead on a four day march to Lelligire, where they terrorized the population, burned and looted. The damage done to the two cultures was irreversible; Sydra and Lelligire would be enemies from this time on.

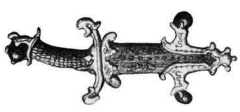
Gire and Ardothian Forces

During this time in 3113, battles were being fought between the ramian gire and the Dharsage forces. Although a few centered around the Essanjan Sea, most took place further to the north, in Sychill Sea. In these early years, the bronth of Dobre were not ship-builders. Their inland existence had kept them apart from the battles. Through what is now the Ocean city of Sychill, the ramian forces poured into Burdoth. Though contact between humans and their enemy was limited, it was eventually learned that the ramian intended to take the Burdothian lands as their own - the assault was a prelude to invasion. It was noted early on, with skepticism of its significance, that the Gire were interested in flat, fertile lands, especially those with plentiful water supplies. Though these needs would be expected of any conquerors, the ramian war-machine seemed pre-occupied with the cultivation of soils as soon as they took an area.

Each year they crept further south into Burdoth, cultivating huge fields of the „shirm-eh" plant - considered a weed by all but the shirm-eh-chewing thriddle. In the years to come, Burdoth's northern coast saw a heavy flux of gire ships importing ramian, and exporting shirm-eh. It was about this time that ramian entered Dobre, igniting the rage of the realm when they massacred a population of 45 just north of Tlon (the largest Dobren city). Dobre quickly mustered its coastal population, and with the assistance of Essajee, created the famous Loo-raum, „Ramian-Killer" ships. The Dobrens made wave after wave of assaults upon the Gire ships in Sychill Sea, and in the northern waters of the Assydre Sea. In the ninth year of the war, the ramian were no longer able to force their way in and out the Sychill peninsula. The small island of Reet became their naval base, and was one of the last of their strongholds to be disbanded by the Ardothians.

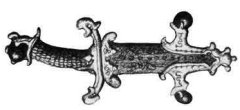
Reet

At the invasion's end in the coming generation, ramian were driven back out of Burdoth through the north. Reet was their last stronghold, and spelled their final defeat. After losing the islands to the combined Lelligirian and Ardothian fleets, the ramian retreated back to Voligire. Little was left of Reet's original Lelligirian population by war's end. Those who lived here now had thrown off all allegiance to Trosoe (now Lelligire). The people of Trosen had been treated with the contempt and snobbery of the Trosoens for centuries, and now, after being destroyed by the ramian, they had no feeling left for their origins in Lusail. Had Trosoen (Lelligirian) assistance come earlier, the massacre at Telmin would have been avoided. The new capital, T'sulya, shared few bonds with Lelligire. Sydra would be her favored trading partner.



Places and People

Places and People



A Jorune Gazetteer

Sources for some of the places come from the following. These are indicated by these two letter code after the place description:

MC - Maustin Caji (1984)
CB - Companion Burdoth (1986)
CA - Companion Ardoth (1987)
ET - Earth-Tec Jorune (1988)
IR - Playing the Iscin Races (1989)
SJ - Shanthas of Jorune (1990)
WW - „Segment Jorune“ in White Wolf (1986-88)
ES - Essays 1986-1987, unpublished, sold by mail

Accaptas Mountains . . . . . A range in Burdoth separating the Essanja from the rest of Ardis.
Achk . . . . . A port city in Temauntro. IR
Agis River . . . . . The water system running the length of the Gauss Valley and emptying at Salamarine. ES
Ah Kahn . . . . . A cygran settlement in northern Temauntro.
Ah Toor . . . . . A cygran settlement in northern Temauntro.
Ailaudra . . . . . A city on Elluce River in the Lusail province of Burdoth. ES
Albah . . . . . An Essle city on the tip of Saybah Peninsula.
Ald . . . . . The neighborhood of fine incleps, restaurants, and banking services in the Old City District . . . . . of Ardoth.
Allidoth . . . . . A city on BurdothÕs east coast with excellent stone quarries. ES
Alligre Forest . . . . . The forest in the Ellih district of Heridoth. ES
Alsyla Bay . . . . . A bay off the coast of Ardis and Lusail where Lusail River flows out to sea. ES
Anamber . . . . . An area in the Lelsh neighborhood of Ardoth. It has the most beautiful and expensive . . . . . housing outside of the Citadel.
Anasan . . . . . A woffen realm on the peninsula south of East Trinnu Jungle Lands. A stable warp con . . . . . nects Anasan to the primary woffen realm of Lundere. Its location is a secret, although . . . . . some non-woffen have been allowed to pass through.
Ardis . . . . . The province of Burdoth surrounding the capital of Ardoth. It encompasses Sychill and the . . . . . Essanja.
Ardoth . . . . . The first true human city. Now the capital of Burdoth and location of the Drenn Wall. . . . . Populated by all races of Jorune, either as residents or as emissaries of other govern . . . . . ments. ES
Ardoth Bay . . . . . The bay on which Ardoth is located. An arm of the Essajean Sea.
Ardothian Bazaar . . . . . The central marketplace in the old section of Ardoth. Called the Claysis.
Arkin . . . . . A Lively trading neighborhood of Shandane District of Ardoth. Thivin created a cutthroat . . . . . retail atmosphere and the public benefits. Comprised of Laprendell, Persis, Tocour, and . . . . . Wolton areas.
Ash-shen Sea . . . . . The sea to southwest of Anasan and southeast of the West Trinnu Jungle Lands.
Assydre Bay . . . . . A bay of northern Burdoth. Site of Snabla, Scolia and Sydra.
Assydre Sea . . . . . A particularly rough sea bordering BurdothÕs north coast. Difficult to travel because of . . . . . isho storms, violent weather and swift currents.

Auklin . . . . . A city on western edge of Lake Dau-uh-dey in South Khodre. Vortex of human scum in the . . . . . Khodres. CB

Austin . . . . . An area in Vintch neighborhood of Ardoth.

Aycra . . . . . The cooperative Jaspian-cygran port settlement in northern Temauntro.

Aylon . . . . . 1.The capital of Jasp; home of merchant and exploration fleets; the home port for crystal . . . . . schooners.

. . . . . 2.The old city fortress of Jasp in a deep fjord of Dowseh Bay.

Aylon Strait . . . . . The water that separates mainland Jasp from large island of Jasa.

Ayns Mountains . . . . . A branch of Liggit Mountains, above Glounda Forest. CB

Bakstan . . . . . A military fortification in Anasan. CB

Bay Cryshell . . . . . A expensive kerning bay (10 yule entry fee) at the Citadel in Ardoth. It is directly connected . . . . . to Lower Manser.

Bay 27 . . . . . A popular kerning bay in Clavis with low entry fee (3 yules) and instruction available on . . . . . hourly basis (8 yules/hour). CA

Baysis . . . . . A city in the Sobayid on border of the East Trinnu Jungle Lands. Maustin Caji trained here . . . . . during the Energy Weapons War.

Bennin . . . . . The northernmost port of North Khodre. A cooperative Jaspian-Khodren port.

Bep Clep . . . . . 1.A very fashionable shop in the Manser shopping neighborhood of Ardoth black bogs . . . . . 2.A treacherous series of swamps and bogs in Voligire.

Bleece . . . . . An island off SychillÕs coast. Its coral reefs make it dangerous; it is avoided.

Bolphey . . . . . The archaic spelling of Bolpey. ES

Bolpey Channel . . . . . The narrow passage that connects the Essajean Sea to Ardoth Bay.

Bolpey Kerning Bay . . . . . A low class and dangerous kerning bay in Arkin.

Bord . . . . . An island in the Sychill Sea off the southwest Dobren coast. It is claimed by Dobre. Hot . . . . . and flat, it is infested with tarro. Rich in tin and the grapes used for parthage wines.

Borlim . . . . . A lake port city in North Khodre. Almost everyone here is involved in shipping. CB

Bow . . . . . A small fishing village near Ardoth. CA

Bream Flat Dharlerrin . . . . . The Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Burdoth . . . . . The realm controlled by humans; most powerful realm of the continent. Realm of Man by . . . . . title, but home to all races. Burdoth holds most of the Earth-tec known to exist. It is . . . . . controlled by Dharsage of Burdoth. Burdoth is made up of four provinces: Ardis, Gauss, ... Lusail, and the Sobayid.

Burroo . . . . . An island off the coast of Dobre claimed by Dobre. Like Bord, hot, flat, and infested with . . . . . tarro. Rich in vintch, russip, and tin.

Cabralon . . . . . A boccord city in northeast Doben-al.

Cali-Shafra . . . . . The battle Lands of the Ancients, near the site of current day Ninindrue in Gauss Valley. . . . . They are sacred to shantha.

Calpy Mountains . . . . . A range southwest of Sychill and north of the Accaptas Mountains of eastern Burdoth.

Calpy River . . . . . A northern tributary of Essanja River. CB

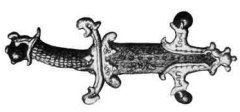
Carissey . . . . . 1.The oldest city in North Khodre. Nearly all crystal mined in Khodre is shipped through . . . . . here.

. . . . . 2.The former name of the Khodre region. CB

Carissey Bight . . . . . A open waterway along north coast of North Khodre.

Cavris . . . . . The city in the Sobayid province of Burdoth, on the border of the Doben-al and East Trinnu . . . . . Jungle Lands. They specialize in Earth grains and flowers and crystals charged secretly in . . . . . the East Trinnu Jungle Lands.

Central Oiders . . . . . A middle class neighborhood in Oiders District of Ardoth.
Cerin . . . . . A small port on northwestern shore of Ponteer. One terminus of the Ponteer Trail.
Cerridus . . . . . The sea of Location of the island of Tan-Iricid.
Chaln (shauln) Imagri . . . . . The only large crugar city. Originally named Imagri, it was renamed after Chaln DochaÕs death in 3438.
Choulth . . . . . A city in South Khodre on the Temauntro border, on the west face of Dowtroughs. Named for the crugar clan still dominant in the region. CB
Citadel . . . . . See Cryshell.
Clavis . . . . . A residential neighborhood in the Shandane District of Ardoth. Known for its many restaurants. Comprised of the Lola and Sharben areas.
Claysis . . . . . The Ardothian Bazaar.
Cliffs . . . . . A wealthy enclave just outside wall of the Old Aylon fortress in Jasp.
Cobenall . . . . . Ardoth´s seediest kerning bay, located in Vintch neighborhood. WW
Coise . . . . . A mining town in the Sobayid province of Burdoth. It has a relatively high proportion of muadra.
Coomis . . . . . A bronth island in Sychill Sea with little connection to Dobre.
Corgis Bay . . . . . A bay in Dobre. Base of the Dobren attack on Polpedroth during Energy Weapons War. ES
Corgis Cove . . . . . A sheltered cove of Corgis Bay. CB
Cosahmi . . . . . A Thriddle coditch farming town on the western side of Kuggin Mountains, in the Gauss province of Burdoth.
Council Grounds . . . . . The divided compound in the Citadel of Ardoth. Contains the Chambers of the Ardothian Council.
Coy . . . . . A region of southern Glounda Forest inhabited by croid. CB
Crendor . . . . . A sub-realm of the bronth in Dobre. Kept closed to outsiders.
Cryer . . . . . An area in the Tlane neighborhood of Ardoth. Residents are mainly humans who work in the Claysis.
Cryshell . . . . . The old Citadel of the city of Ardoth. A walled compound enclosing the DharsageÕs palace, the Claysis, the Council Grounds, the Financial District, and the Hall of Drenn. Isho users must kern before entering. ES
Cryshell River . . . . . The river that flows through Ardoth before emptying into Ardoth Bay.
Curili . . . . . The heavily forested island off coast of Heridoth where Klein-Khodre Accord was signed. Populated mostly by Koistrans. Serves as a naval base and port.
Cushindell Marshes . . . . . A region in the Lusail province of Burdoth. Home to a heavy insect population, including the Cushindell silk moth.
DLang . . . . . A island off the coast of Heridoth. Populated by the disenchanted of Dowsen after the Energy Weapons War.
DLoo . . . . . An island in the Sychill Sea, between Burdoth and Dobre. Claimed by Dobre. Known for russip cultivation.
DaasEkkren SkyRealm . . . . . The Boccord-controlled stable skyrealm floating above the Hittike Mountains in Ros Crendor. It is uninhabited.
Dau-uh-dey, Lake . . . . . The large body of fresh water dividing North and South Khodre. Inhabited by acubon at the eastern end. Stocked with catfish, trout, and many Joruni fish.
Dan Fambers Dharlerrin . . . . . The Dharlerrin in the fields south of Ardoth engaged in durlig farming. CA
Danes . . . . . An area in the Sobrinth neighborhood of Ardoth. A neighborhood of rich drenn and kesht.



Danstead Society . . . . . The fashionable agency that arranges travel, expeditions and diplomatic parties. Located in the Wolton area of Arkin, in Ardoth.

Dantrella Mountains . . . . . The range of mountains forming the northern peninsula of Heridoth. ES

Delbah . . . . . An Essle city on Saybah Peninsula of Burdoth. ES

Delmre . . . . . A city in the Cushindell Marshes, in the Lusail province of Burdoth. Most people here are involved in Cushindell silk production.

Delsha . . . . . The island realm of shantha. Visitors will find no food or drink fit for them and must bring their own.

Delshan Sea . . . . . A body of water between Temauntro and Delsha.

Delvine . . . . . A small military base at the foot of the Accaptas Mountains in the Essanja. ES

Derrid . . . . . An isho-free area in Vintch neighborhood of Ardoth.

Dertha River . . . . . The Southern tributary of Essanja River. CB

Dharsis . . . . . The current name for the Financial District of the Citadel in Ardoth.

DharWin . . . . . A neighborhood in the Oiders district of Ardoth. Named for a powerful Khodren immigrant family.

Dich . . . . . A neighborhood in the Siders district of Ardoth where thivin skilled in handcrafts make their homes. For a few yules, you can see great works of art as they are created, including gauthi rugs.

Dirrlaoch . . . . . An area of Central Oiders where several scarmis live. CA

Doben-al, the . . . . . The vast plains between Burdoth and Khodre. It is rough desert land and travel is not advised.

Dobre . . . . . The realm of the bronth, located across the Assydre and Essajean Seas from Burdoth.

Doosah . . . . . The thriving export city in Dobre known for ahji.

Dosoi . . . . . A lushly forested island off coast of Heridoth near Koistra. Herbs and rare vegetables grow here.

Dowseh . . . . . The base of the quiet ramian who now claim Jasp as their home.

Dowseh Bay . . . . . The protected port bay of Jasp. Site of both new and old Aylon and several cities that have grown with AylonÕs prosperity.

Dowsen . . . . . A large trading city in Heridoth.

Dowtrough . . . . . The mountains that separate South Khodre from Temauntro. CB

Dra-eeli . . . . . A small port on southeastern shore of Ponteer. One terminus of the Ponteer Trail.

Drail . . . . . A large densely forested territory located on the southern edge of Sharharras Sea. Mountainous country, home to trarch and ruins of shanthic cities and temples. Heavily populated with mandare and dreglamon.

Draugna . . . . . An area in the Vintch neighborhood of Ardoth.

Drenn Wall . . . . . The wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth´s drenn.

Dryce . . . . . A neighborhood in the Siders District of Ardoth. Populated by a large variety of races but has few reasons for the casual tourist to visit.

Durlis . . . . . A city in central Gauss Valley. Known for creative durlig dishes.

Durris . . . . . A neighborhood in the Southside District of Ardoth. Home to many agricultural workers.

East Trinnu Jungle Lands, the . . . . . The jungle south of Burdoth and north of Anasan. Infested with cleash.

Ehrmer SkyRealm . . . . . The skyrealm located above western Elcrellia Valleys of Heridoth. CB

Ehvans . . . . . An independent island between Burdoth and Dobre in the Sychill Sea. Formerly a colony of Dowsen. Populated by bronth, woffen, thriddle, humans, and corastin. Klein Ko-Trid lives here.

Ehvans SkyRealm . . . . . The skyrealm located above Ehvans. Has a small city inhabited by the wealthiest residents of the island. CB

Elcrellia Valleys . . . . . A series of rugged, narrow, fertile valleys in the heart of Heridoth.

Elds . . . . . A city in Burdoth on the border of Ardis and Lusail. Life here is relaxed. Many people are involved in crafts.

Elgry Island . . . . . The land mass in center of Lake Elgry. It may be the peak of a growing skyrealm.

Elgry, Lake . . . . . A lake in Glounda Forest.

Ellcor Mountains . . . . . A range of mountains in central Heridoth.

Ellelsh . . . . . A posh area in the Lelsh neighborhood of Ardoth.

Ellemin . . . . . A seaside city in Heridoth, famed for its extensive beaches. A popular vacation resort for Burdothian drenn. ES

Ellih . . . . . A peninsula in western Heridoth.

Ellipie . . . . . A city in the northern end of Gauss Valley.

Elluce River . . . . . A tributary of the Lusail River. CB

Erren Valley . . . . . The valley in the West Trinnu Jungle Lands from which Kolovisondra SkyRealm was born. CA

EsWon . . . . . In woffen lore, the village (probably mythical) saved from crugar attack by Tholeds. IR

EsWother . . . . . A woffen neighborhood in Shandane District of Ardoth. Home of the world-famous Shen hotel, catering to a variety of Jorune travellers. Formerly called Harsri; the name was changed by popular demand after the Energy Weapons War.

Esheye Bay . . . . . A bay in Heridoth by the city of Ellemin. Sandy beaches extend for miles around the bay´s rim. ES

Eshellu . . . . . The road from Coise to Koistra. ES

Essan River . . . . . A western tributary of Essanja River. CB

Essanja . . . . . The largest, but somewhat backward, city in eastern Burdoth.

Essanja River . . . . . A major river that flows from Essanja to Port of Essanja and empties into the Essajean Sea.

Essanja, the . . . . . The eastern portion of Ardis province.

Essajean Sea . . . . . A sea along Burdoth´s north coast. Southern arm forms Ardoth Bay.

Essejee . . . . . A port city on the east coast of Essanja. It has a strong maritime reputation; its sailors are highly sought after.

Financial District . . . . . A district inside the Citadel of Ardoth.

Fishermans Quarters . . . . . A neighborhood in the Siders District but outside the southern wall of Ardoth. A jumble of cleps, incleps, brokerage houses, craft shops, and homes. It contains the South Homes area.

Galsh-aca . . . . . The ancient burial grounds of the shantha, in the Essanja plains.

Garichee . . . . . A warehouse and working class district outside the walls of the Old Aylon fortress in Jasp.

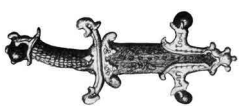
Gateway . . . . . The main entrance to the Citadel in Ardoth.

Gauss . . . . . 1. A province of Burdoth.
2. The oldest and largest city in Gauss Valley. A major durlig supplier. The klade system began here.

Gauss Valley . . . . . A rich farmland northwest of Burdoth. The site of the North Valley Research Station of the Earth colony. It is alleged to be the site of Iscin´s laboratory.

Geer . . . . . The muadra suburb of Old Aylon, built on an old campground where muadra first stayed when they were not allowed to sleep within the city walls.

Gendis . . . . . A village in the Ayns Mountains, in the heart of the Lusail province of Burdoth.
Gilthaw . . . . . The continental land mass north of Voligire, mostly tundra. Shantha dominate the southern
. . . . . regions connected to Voligire. Cleash live near the coasts but can be found mostly in
. . . . . the vast stretches of tundra and ice fields in the north.
Glounda City . . . . . A city in Glounda Forest. Major military training center for Burdoth.
Glounda Forest . . . . . A heavily wooded land in the heart of Burdoth, with extreme isho activity and large, wild
. . . . . beasts.
Hailer . . . . . An area of expensive homes in Sobrinth neighborhood of Ardoth.
Hall of Drenn . . . . . A part of the Halls of Splendor at the Cryshell Citadel. Copras of tauther are inscribed on
. . . . . the Drenn Wall and the final acceptance of the challisk is made here.
Halls of Splendor . . . . . The Dharsage´s museum, dedicated to the achievements of Ardoth, from its humble ori
. . . . . gins as a fishing village to the capital of most powerful empire on Jorune. There are
. . . . . occasional public exhibitions of Earth-tec from the Dharsage´s trove on Shendarri Sky
. . . . . Realm.
Harangire . . . . . A district in Old Aylon in Jasp.
Hawtows . . . . . A city in Dobre that is home to large herds of dothobider.
Heathcoat Kerning Bay . . . . . A somewhat seedy kerning bay in Dryce. Nominal headquarters of Mah Vens.
Helmer SkyRealm . . . . . The skyrealm which travels a regular circuit around the perimeter of the Doben-Al.
Herbis . . . . . A city at mouth of Hoodo River in Dobre. ¤
Heridoth . . . . . An independent country east of Burdoth. Populated mainly by humans. Heridoth has many
. . . . . skyrealms.
Hermoore . . . . . An island southeast of Heridoth. Sparsely populated due to croid, insects, and ahji
. . . . . spores.
Herrisail . . . . . The lerrin in fields south of Ardoth engaged in durlig farming. CA
Hesmaw . . . . . A port city in Temauntro. IR
Hesmin . . . . . A port city in Temauntro. IR
Hie Plains . . . . . The site of the Battle of Sholis in Heridoth. It lies between Coise and Koistra and east of
. . . . . Mairamin. ES
Hittike Mountains . . . . . A range of mountains in Ros Crendor. ES
Hobeh, the . . . . . The wild land south of Dobre. ES
Hoit . . . . . A small fishing village with a stone quarry on shores of Tarberi Bay. It lies between Mone
. . . . . rey and Allidoth in Burdoth.
Hoodo River . . . . . A river in western Dobre that empties into Sychill Sea at Herbis.
Hooth Bay . . . . . A bay of northern Lundere, at the isthmus where the peninsula joins the main portion of
. . . . . Lundere. IR
Howda . . . . . A well maintained kerning bay in Laprendell.
Ice Fields of Gilthaw . . . . . The home of vodra and the insidious cleash.
Ikta . . . . . An uninhabited island off coast of Jasa, in Aylon Strait.
Imagri . . . . . The former name of Chaln Imagri.
Imish River . . . . . A river that curves through Temauntro.
Import . . . . . A neighborhood in Shandane District of Ardoth.
Jasa . . . . . 1.A large island belonging to Jasp.
. . . . . 2.A village outside new port of Aylon.



Jasp . . . . . 1.The cold, northern realm of humans, with a small population of Iscin races and cygra. It is famed for its development of crystal-powered flying ships, which have changed the nature of trade in the past half century.
. . . . . 2.A boccord city and guardian to mouth of Dowseh Bay. Originally the site of Northern Research Station, from the Earth colony.
. . . . . 3.The original settlement that created the nation of Jasp, but later abandoned due to Gire attacks.

Joble . . . . . The thivin gambling community southeast of Sobay. A popular R&R spot for Burdothian military. ES

Kaigon . . . . . A village called the gateway to the Gauss Valley in the southern tip of the valley. It has been rebuilt many times. ES

Kask . . . . . A human city in South Khodre on Temauntro border, on the west face of the Dowtroughs. It is near the largest of the Auklin family mines and has a reputation for heaviest drinking and most serious gambling outside of Joble. CB

Kauthnie . . . . . A cooperative durlig farming community on the Agis River in Gauss Valley. ES

Kef . . . . . A fishing village facing Ikta on Aylon Strait.

Khan Soor . . . . . A military training island at the mouth of Dowseh Bay in Jasp. It was once a ramian fishing village in 10th century.

Khana . . . . . A wealthy muadra settlement on Jasp´s Dowseh Bay.

Khanat Inlet . . . . . The recessed arm of Dowseh Bay used to unload trade goods in the Garichee warehouse district of Aylon.

Khaun Gauss . . . . . The city in Gauss Valley named after the son of Paul Gauss and Mayatrish. A major durlig supplier.

Khodre . . . . . The divided realm which was formerly called Carissey. It is now ruled by Saress Khodre, the half-sister of Khodre Dhardrenn, the Dharsage of Burdoth. This is rough mining country. Lake Dau-uh-dey, where the acubon live, divides it into two parts, North and South.

Khosall . . . . . An old cygran regional meeting place on border of North Khodre and northern Temauntro. It was the center of the old mining district of Carissey.

Kinster . . . . . A middle class area in Lelsh neighborhood of Ardoth.

Kirlan . . . . . A city on the shores of Lake Dau-uh-dey in South Khodre. The capital city of Khodre and site of Saress Khodre´s palace. Most wealthy Khodren families own homes here. ES

Klade Bay . . . . . A section of Ardoth in the Siders District where klades maintain communal residences for travelling klade members. It has become dangerous for travellers to enter this section without a known klade member as their guide. ES

Klasprin . . . . . The principal awss of Ardoth. Located in the Citadel.

Koistra . . . . . A city in Heridoth on eastern shore of Ardoth Bay. It is known for pichi spice.

Kolo Shal Gasha SkyRealm . . . . . A skyrealm over Temauntro, southwest of Jasp.

Kolovisondra SkyRealm . . . . . A skyrealm born from West Trinnu Jungle Lands. It caused a huge ocean warp to open, into which it disappeared. Its fate is unknown.

Korrid . . . . . A city on east coast of Heridoth. The former seat of power for Sommint Valley. ES

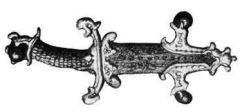
Kowester . . . . . The lerrin in fields south of Ardoth engaged in durlig farming. CA

Krayll Road . . . . . The road connecting Ardoth and Gauss Valley. ES

Kuggin Mountains . . . . . A range at the western edge of Gauss Valley. ES

Kurlain . . . . . A small fishing village near Ardoth. CA

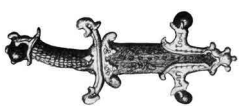
Kyis River . . . . . A river in Heridoth that empties by York.



Kymay . . . . . A city on Heridoth´s eastern coast. ES
Kymay Sea . . . . . The body of water between Sillipus, Anasan, Dobre and Heridoth.
Lloshu . . . . . The Shanthic name for Kolovisondra SkyRealm.
LaShalta . . . . . The primal home of shantha below Lundere. SJ
Laindis . . . . . The city in the Sobayid province of Burdoth, named after Laindra Elayn. ES
Laird Mountains . . . . . A range on Saybah Peninsula. ES
Laithereen . . . . . A small fishing village near Ardoth. CA
Lake Dau-uh-dey . . . . . See Dau-uh-dey, Lake.
Lake Elgry . . . . . See Elgry, Lake.
Laprendell . . . . . A residential area in Arkin neighborhood of Ardoth.
Launtra Circle . . . . . The site of government and diplomatic embassies in Old Aylon fortress.
Laysis . . . . . A isho-free area in Tlane neighborhood of Ardoth.
Lelligire . . . . . 1.The eastern half of Lusail province of Burdoth.
. . . . . 2.A human city on north coast of Lusail province. It is known for its fine Cushindell silk
. . . . . production. Formerly called Trosoe.
Lelsh . . . . . A comfortable neighborhood in Old City District of Ardoth. It is comprised of Anamber,
. . . . . Ellelsh, and Kinster areas.
Liggitt Mountains . . . . . A large range separating Lusail from Gauss Valley.
Liggnie . . . . . A small town in northern Gauss Valley.
Lod . . . . . A city on Dowseh Bay in Jasp.
LohOden . . . . . The shanthic lands in the Hobeh, south of Dobre.
Lola . . . . . An area of cleps and incleps in Clavis neighborhood of Ardoth.
Loo Hoos . . . . . A city near Udah in Dobre.
Loohoss . . . . . The dobren name for Sychill Strait. ES
Lorri . . . . . An area in North Cryshell neighborhood of Ardoth.
Lower Manser . . . . . A marshy section of Manser which is slowly sinking. Isho emanations here make shantha
. . . . . ill.
Lower Westgate . . . . . A neighborhood in the Siders District of Ardoth.
Lundere . . . . . The primary woffen realm, dominating the great eastern peninsula neighboring Dobre. In
. . . . . addition to woffen, many salu make their home near the capital of Yobreh. Woffen
. . . . . welcome visitors, particularly muadra, but discourage permanent residents other than
. . . . . woffen and salu. Woffen have excellent relations with their bronth neighbors.
Lusikai . . . . . A city in Lusail on Lusail River. It is famous for its spillij juice. ES
Lusail . . . . . A province of Burdoth comprised of two parts, Sydra and Lelligire.
Lusail River . . . . . A large river system in the Lusail province of Burdoth.
Mah Ashalta-ca . . . . . The shanthic name for Lower Manser.
Mairamin . . . . . A town in Heridoth on the eastern shores of Ardoth Bay. It is famous for its fine slate
. . . . . quarries. Ruins of Battle of Sholis are here. ES
Manser . . . . . A shopping area near Lelsh in Old City District of Ardoth.
Manser Strip . . . . . A rich merchant area of Manser in Ardoth.
Mansted . . . . . The point on Ardoth Bay at which Burdoth and Heridoth meet. CA
Mar . . . . . A city south of the Essanja, in Burdoth. It is known mostly for its heavy beagre infestation.
Mash-macca . . . . . The shanthic name for the Doben-al. SJ
Meard . . . . . An agricultural city on the southern tip of Heridoths east coast.
Ments . . . . . The range of mountains southeast of the Ellih peninsula that border Sommint Valley of
. . . . . Heridoth. ES

Mervis . . . . . A city in Ros Crendor.
Miedrinth . . . . . The hot, dry city in the Sobayid region of Burdoth, near the Doben-al and West Trinnu . . . . . Jungle Lands.
Moether Klades . . . . . A klade neighborhood in Oiders District of Ardoth.
Monerey . . . . . A city in Burdoth north of Ardoth which has excellent stone quarries. No dysha use is . . . . . permitted here.

Mount Erren . . . . . The highest point in the West Trinnu Jungle Lands, near the Doben-al border.
Mountain Crown, the . . . . . A city on Tan-Iricid. Site of the great thriddle library.
Nayine, the Finger . . . . . A finger-shaped island in the southern end of Sychill Strait, between Burdoth and Dobre. . . . . Dobre maintains port facilities here.
Nayine SkyRealm . . . . . A skyrealm located above island of Nayine. First discovered by Dobrens of the island. CB
Nekkich Hive . . . . . A natural cave a few feet underground in Ardoth that has a permanent, stable warp about . . . . . the size of a large bowl. The warp opens into Voligire. A Tourist attraction in Ald, where . . . . . it is located, and in Voligire. People come and look at the foreign faces on the other side. . . . . CA
Nemain . . . . . A neighborhood in Old City District of Ardoth with many artisans, Claysis workers, and . . . . . muadra.
Newfeld . . . . . The off-limits open pasture in Thantier where elite of Thantier meet to prevent (or plot) . . . . . intrigues. Corruption of newfield, from the Earth colony.
Ninindrue . . . . . A durlig growing village in Gauss Valley. The site of Ninindrue Plague Slayings in 2934 . . . . . PC.
Norsael Tower . . . . . A old defensive tower at the mouth of Dowseh Bay in Jasp. Now used to confine diyordeh . . . . . who cannot be permitted luxury of conscripted public service.
Northside . . . . . A low class neighborhood in Old City District of Ardoth.
Obiss ruins . . . . . The Lamorri ruins revered in Ros Crendor. Jealously guarded from outsiders by the . . . . . bocord.
Obothin . . . . . A port in southern Thantier. ES
Oiders . . . . . A working class neighborhood in the Siders District of Ardoth, near the EsWother and . . . . . Klade Bay. It contains the Central Oiders, DharWin, and Moether Klades areas.
. . . . . Old City District
. . . . . The heart of historical Ardoth. Encompasses the Ald, Lelsh, Manser, Nemain, Northside, ... Sobrinth, and Thaynian neighborhoods.
Old Klade District . . . . . A section of Old Aylon in Jasp. The location of several mother houses of Bohod Klades.
Olfeld . . . . . A settlement on Dowseh Bay, in Jasp. The name is a corruption of old field, from the days . . . . . of the original colony. From time to time farmers find trinkets in the ground, but so far . . . . . nothing of major importance.
Othen . . . . . An area in the Vintch neighborhood of Ardoth.
Palzer . . . . . An area in the Financial District of Ardoth.
Persis . . . . . An area of densely packed kiosks in the Arkin neighborhood of Ardoth.
Phalmre . . . . . A city in Cushindell Marshes which exports brynk hardwood and Cushindell silk moths.
Pirdis Marshes . . . . . The old name for Cushindell Marshes of Lusail. ES
Polpedroth . . . . . The Burdothian trading and export city north of Ardoth on the coast, on the border of . . . . . Essajean Sea and Ardoth Bay. It was destroyed by the Dobren League in the Energy . . . . . Weapons War; still rebuilding.
Ponteer . . . . . The isthmus connecting Thantier to Drail. Site of ancient ramian settlements.



Ponteer Trail ..... The rough road across Ponteer stretching from Cerin on the Sea of Cerridus to Dra-eeli ..... on the Kymay Sea, south of West Trinnu Jungle Lands.

Pools, the ..... The former bed of Cryshell River in EsWother, often used for small neighborhood bazaars. ..... Warm upwellings of fresh water sometimes occur.

Port Gate ..... A neighborhood in the Siders District of Ardoth containing the commercial pier and ..... harbor.

Port of Essanja ..... A city at mouth of Essanja River built to facilitate transportation of supplies inland. CB

Rappenat ..... An area of expensive homes overlooking the Cryshell River in the Tlane neighborhood of ..... Ardoth.

Reet ..... A large island in the Assydre Sea. The site of Prince Khodre´s meetings to set up ..... exchange of shirm-eh for daij meat. It is allied with Sydra.

Reetian Straits ..... The passage between the island of Reet and the nations of Burdoth and Dobre. Water ..... flows in swirls and eddies at speeds of up to 45 MPH, making voyages dangerous.

Rhodu ..... A large port city in Anasan, famed for its wholl and stomeh.

Rilij ..... The pathway to the Mountain Crown of Tan-Iricid.

Rirris ..... A city on the west face of the Dowtroughs in Temauntro on the border near South Khodre. ..... A military base and source of mining supplies for smaller towns further south. ES

River Aylon ..... The primary waterway of the island of Jasa in the nation of Jasp. It empties into Dowseh ..... Bay between the muadra suburb of Geer and the old Aylon fortress.

Ro-Obiss ..... A large city in Ros Crendor, said to be the origin of the TranHaddan. Now home of the ..... powerful Huston family. The location of a thoohsa revered by the boccord.

Roise Mountains ..... A branch of the Liggits bordering Glounda Forest.

Rorae Sea ..... A sea encircled by Anasan and both Trinnu Jungles.

Ros Crendor ..... An independent country of the boccord north of the Doben-al. It is dominated by brynk ..... wood forests.

Snabla ..... A city on the Assydre Sea in Lusail. A producer of sarla dark wine.

Salamarine ..... A port city in the Gauss Valley at the mouth of Agis River. It exports durlig and coditch to ..... northern Burdoth.

Sallay ..... The capital city of island of Sillipus.

Sallen ..... A northern city of Burdoth, near the SuhLarvan Marshes, known for its clay and ..... ceramics.

Samile, Sea of ..... A small sea located west of the SuhLarvan and Cushindell Marshes and north of ..... Salamarine. CB

Samper-laine ..... The lerrin in fields south of Ardoth engaged in durlig farming. CA

Sampher Mountains ..... A range across center of Temauntro. IR

San ..... An island between Burdoth and Dobre that functions as an extension of the city of Sychill.

Saybah ..... An essle city on the Saybah peninsula of Burdoth.

Saybah Peninsula ..... A peninsula of the northeast Ardis province in Burdoth.

Scolia ..... A city in the Lusail province of Burdoth famed for its fine rusper. It is mainly a trading ..... center.

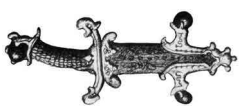
Sea of Cerridus ..... See Cerridus, Sea of.

Sea of Samile ..... See Samile, Sea of.

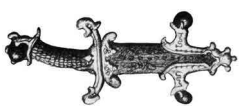
Sea Wall ..... A working class neighborhood outside the walls of the Old Aylon fortress in Jasp.

Seecre ..... A city at the northern edge of Glounda Forest in Burdoth, known for dried meats and hides ..... (pibber, beagre, and thombo).

Seeiss ..... A desert located between Thantier and West Trinnu Jungle Lands. ES



Seld . . . . . An island in Essajean Sea, claimed by Essejee. Known for kole post-wood.
Setta . . . . . An area in the North Cryshell neighborhood of Ardoth.
Shalwis . . . . . A port city in Temauntro. IR
Shambo Center . . . . . A corruption of Shambo Shenter.
Shambo Shenter . . . . . The popular thivin gambling establishment open to all races, located in the Southside District of Ardoth.
Shandane . . . . . The district of Ardoth named after the Sholisian general. It is mostly residential and encompasses the Arkin, Clavis, EsWother, TLane, and Westgate neighborhoods.
Shandy . . . . . A small fishing village near Ardoth. CA
Shannat, the . . . . . Another name for Sho-Ecta. CA
Sharben . . . . . A residential area in Clavis neighborhood of Ardoth.
Sharden . . . . . The realm of Tologra at far eastern tip of Voligire.
Sharharras Sea . . . . . A sea to northwest of Drail.
Sharrid Bay . . . . . A bay north of Sharharras Sea.
Sheerl . . . . . The cygran stone meeting circle in northern Temauntro, used for seasonal willage gatherings.
Shen, the . . . . . 1.The famous hotel in Burdoth built with wings in most major architectural styles to accommodate all visiting races. It is located in the EsWother neighborhood of Ardoth.
2.A second Shen, built specifically for thriddle when they were permitted back into Ardoth in 3475 and located near Lower Manser.
Shendarri SkyRealm . . . . . The private skyrealm used for the Dharsage´s personal Earth-tec operations, experimentation, repair, and storage. Its location is secret; it can only be approached by warp or airship.
Shilja Mountains . . . . . The mountains of western Jasa in Jasp, the natural defense line of Aylon. The name is corruption of shield.
Sho-Caudal . . . . . The shanthic name for the planet of Jorune.
Sho-Ecta . . . . . An area in Stocks neighborhood of Ardoth populated by shantha.
Sholashta . . . . . The largest shanthic city in Lundere, long abandoned, in the center of the eastern isth mus. SJ
Sholis . . . . . A city in western Heridoth across Bolpey Channel from Polpedroth.
Shoulies . . . . . The lerrin in fields south of Ardoth engaged in durlig farming. CA
Shuka . . . . . A small fishing village near Ardoth. CA
Shuul, the . . . . . The hot, barren land that divides Dobre from Lundere. ES
Siders District . . . . . A section of southern Ardoth that contains the Dich, Dryce, Fishermans Quarters, Klade Bay, Lower Westgate, Oiders, Portgate and the Stocks.
Sillipus . . . . . The island of pirates, thieves, outcasts and adventurers of all realms. Travel there is not advised.
Simbi . . . . . A large agricultural city south of York in Heridoth. It has historically been dominated by York. CB
Siv Eston . . . . . A great natural stone fortress in Sharden that has become the center of tologran culture and religious life.
Skysael . . . . . The Jaspian home port of crystal schooner fleet, located in the Shilja Mountains above Dowseh Bay.
Sobay . . . . . The oldest city in the Sobayid province of Burdoth. Largest supplier of hilc to human settlements.
Sobayid, the . . . . . The arid southern province of Burdoth.



Sobrin ..... An area of fair to good housing in Sobrinth neighborhood of Ardoth.

Sobrinth ..... A residential neighborhood in Old City District of Ardoth, comprised of the Danes, Hailer and Sobrin areas.

Sodrin ..... A city on the Lusail River in northern Burdoth. Infested by beagre.

Soitle Mountains ..... A range in Heridoth near Sobayid border and Ardoth Bay.

Sommint Valley ..... A valley in southern Heridoth.

Sood ..... An unclaimed island in the Sychill Sea infested with all manner of pestilence and disease.

Sorcle ..... An island off the coast of Saybah in eastern Ardis province of Burdoth. Inhabited by the people of Saybah, who use it as a fishing base.

South Homes ..... An area in Fishermans Quarters neighborhood of Ardoth.

Southport ..... A neighborhood in the Siders District of Ardoth with many brokerage klades, dry docks, and mending berths.

Southside District ..... A new section of Ardoth, constructed after the Energy Weapons War. Comprised of Durris and Vintch Districts.It is dominated by muadra and boccord, with some accommodation for other mutant and Iscin races. Law enforcement is not a major concern.

Stocks, the ..... A neighborhood in the Siders District, outside the wall of Ardoth. The location of ArdothÕs stockyards. Contains the Sho-ecta area.

Strude Mountains ..... The southern continuation of the Dantrellas in Heridoth.

SuhLarvan Swamps ..... A large body of swamps and marshes, north of the Cushindell Marshes, in the northern Lusail province of Burdoth.

Susie´s Tauther Shop ..... A store in the Manser shopping area near Thaynian and Lelsh, in the Old City District of Ardoth.

Sutor ..... A city between the Glounda Forest and the Liggit Mountains of Gauss in the Ardis province of Burdoth.

Sychill ..... 1. A part of Ardis encompassing the Saybah Peninsula.
2. Coastal fishing city in the Ardis province of Burdoth.

Sychill Sea ..... A sea between Dobre and Burdoth. The southern arm forms Essajean Sea.

Sychill Strait ..... The waterway between Dobre and Burdoth. It narrows to 40 miles at some points.

Sydra ..... 1. A fiercely independent section of the Lusail province which still maintains local customs, music, dress, and separate history. They still donÕt consider themselves as part of the Lelligirian province (Lusail).
2 .A city in the Lusail province of Burdoth. Known for pickled creshi and balweze. A thoohsa is here.

Syls Valley ..... An area between Liggit and Ayns Mountains.

Thaynian ..... A lower class Citadel worker neighborhood in the Old City District of Ardoth. Commonly called Thanes.

Tlane ..... A neighborhood in Shandane District of Ardoth, Comprised of the Cryer, Laysis, and Rappenat areas.

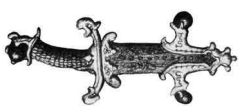
Tsulya ..... The capital city of island of Reet. Formerly called Telmin. ES

Tah ..... A small island off Saybah Peninsula in Sychill Sea. Its coral reefs make it dangerous; it is avoided.

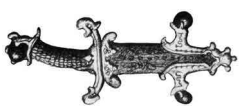
Tah Plains ..... The large coastal plains of eastern Heridoth.

Tallma ..... A port city in Temauntro. IR

Tallor ..... A port city of Ros Crendor. The only city in Ros Crendor with accommodations for visiting non-boccord.



Tallor SkyRealm . . . . . A stable skyrealm off the coast of Tallor in Ros Crendor. It is a port for crystal schooners.
Tan-Iricid . . . . . The island home of the highest concentration of thriddle.
Tan-Sor . . . . . A thriddle city located just outside the Mountain Crown of Tan-Iricid.
Tantakka Dharlerrin . . . . . The Dharlerrin in fields south of Ardoth engaged in durlig farming. CA
Tarberi Bay . . . . . The bay on which Hoit is located. It is fed by the Turrus River and is a small arm of Ardoth . . . . . Bay. ES
Tashka . . . . . A shanthic temple where Sho Copra Tra met and trained Caji Gends. Its location is . . . . . unknown.
Tauchlin . . . . . A port city in Temauntro. IR
Telmin . . . . . The former name of Tsulya. Site of the ramian defeat in 3472. ES
Temauntro . . . . . The realm of the crugar, although the northern reaches have been colonized by the more . . . . . civil cygra. There are few permanent villages and only one can be called large.
Thanes . . . . . The common name for Thaynian neighborhood of Ardoth.
Thantier . . . . . The realm of humans on southern border of the Doben-al. It faces the Sea of Cerridus. . . . . The citizens are strongly pro-human, with the concept of thone for any intelligent . . . . . creature that is not purebred human, which includes mutants and the Iscin races. They . . . . . are also enemies of Burdoth; showing a challisk in Thantier is not advised.
Thantis . . . . . The capital, council city, and major port of Thantier.
Thellit Mountains . . . . . A rugged range of Lundere´s eastern isthmus. SJ
Thib . . . . . A island companion of boccord city of Jasp.
Thodis Byritt Palace . . . . . A thivin fast food shop in Arkin District of Ardoth.
Thodic Mountains . . . . . The mountains that border Thantier on the north. ES
Thutubin SkyRealm . . . . . A Thantierian skyrealm noted for its unstable isho. Constitution rolls are required to keep . . . . . from getting sick due to the constant pitching and rolling. Also known as the Weary . . . . . Vaulter.
Tibadi Lerrin . . . . . A small durlig farming community north of Khaun Gauss.
Tlon . . . . . The capital of Dobre.
Tocour . . . . . An area in the Arkin neighborhood of Ardoth.
Trethl . . . . . The road from Ardoth to Sychill. ES
Trinnu Gulf . . . . . A body of water separating the East and West Trinnu Jungle Lands.
Trinnu Jungle Lands . . . . . Two extensions of an ancient rain forest covering most of the western land mass between . . . . . Burdoth and Sea of Cerridus and the upper half of the Anasan peninsula. The Trinnus . . . . . are heavily populated with some of JoruneÕs most vicious creatures: scragger, cleash, ... mandare, etc.
Trosen . . . . . The Trosoen fortress city which was located on a small skyrealm above Reet. When the . . . . . skyrealm fell, the city was destroyed. CB
Trosoe . . . . . The original name of Lelligire.
Turrus River . . . . . A river that flows out of Glounda, through Hoit, and into Tarberi Bay.
Udah . . . . . A large city in Dobre. Known for kole and fruits.
Vamdrey . . . . . The southernmost city in Heridoth, located on the east coast.
Vintch . . . . . A neighborhood with a heavy muadra population in the Southside District of Ardoth. Com . . . . . prised of the Austin, Derrid, Draugna, Othen, and Vintra areas.
Vinteer . . . . . The capital of Voligire.
Vintra . . . . . An area in Vintch neighborhood of Ardoth.
Voligire . . . . . The realm of ramian.
Vosule Sea . . . . . A large northern ocean on the known map of Jorune.



Vosule, Waters of . . . . . The treacherous waters south of Voligire.
Weary Vaulter, the . . . . . The common name for the Thutubin SkyRealm of Thantier.
Wesael Tower . . . . . The western tower guarding the entrance of Dowseh Bay in Jasp.
West Trinnu Jungle Lands . . . . . The larger rain forest across the Trinnu Gulf from the East Trinnu Jungle Lands.
Westgate . . . . . A neighborhood in the Shandane District of Ardoth.
Wolton . . . . . An area in Arkin neighborhood of Ardoth known for its variety of incleps.
Yobreh . . . . . The capital of Lundere.
Yobreh Bay . . . . . A port bay between Dobre and Lundere. Site of the city of Yobreh.
Yods . . . . . The lands directly south of York and Simbi. ES
York . . . . . A large city on the east coast of Heridoth.
Yorkni . . . . . The land around York. ES
Yucen . . . . . The land south of the Yucid Mountains. ES
Yucid Mountains . . . . . A range of mountains in southern Heridoth.
Yurrka . . . . . The lerrin in fields south of Ardoth engaged in durlig farming. CA

Glossary - People

This List of Historic Personages is adapted from THE SHOLARI PACK from Chessex,
a support for Skyrealms of Jorune gamemasters.

Allonkarb, Khodre . . . . . Late father of the current dharsage of Burdoth.
Arilell, Sar Ardis . . . . . Dharsage at time of 3161 Sydran rebellion.
Auklin . . . . . Powerful competitors to the Carissey family in Khodre before the arrival of the Ardothian mining families.
Bomoveris, Carl . . . . . Associate of Iscin. True cause of Iscin's death in crugar tradition.
Borkelby . . . . . Popular muadra leader from early in the 35th century.The Borkelby tarro, discovered by him in the Hobeh south of Dobre, is named for him.
Cardis, Marshill . . . . . Unpopular appointment to replace Rhan Harsri as chell of Ardoth. Marshill's name is hated by muadra because he was the one to give the order to expel muadra from Ardoth.
Carissey . . . . . Longest established family house in present-day North Khodre. Probably of Thantierian origin.
Cartan, Esilla Jaimare . . . . . Prince Khodres wife and Dharsage Dhardrenns mother (deceased).
Cattletross, Penzer . . . . . Chell of Lelligire responsible for his fleets destruction in the Ramian War in 3473.
Chaln Docha (shauln DOE-shah) . . . . . Born Eris 51, 3406; died Auss 65, 3438. Famous crugar warrior who led his troops into Burdoth. Mispronouncing the sh as ch makes his name translate to clumsy idiot.
Choundra (SHOWN-drah) . . . . . Crugar who murdered the scientist Iscin. His name is used as a curse by crugar for their own kind, and is particularly vicious from the lips of cygra. He is officially honored by Chen Ichi.
Creb, Ransly . . . . . Burdothian noble who was captured by the Maustin Caji. He was placed in a keeper rod by shantha.
D'Serris . . . . . One of the Ardothian families that traveled to Carissey to develop mining interests.
Dhardrenn, Khodre . . . . . Current dharsage of Burdoth. His birthday, 78 Crith, is celebrated by most Ardothians. His wife is Rolesia Mincarra; his sons are Dharmar, Rhalter, and Jerdan.
Dharmery . . . . . One of the Ardothian families that traveled to Carissey to develop mining interests. Now a powerful Khodren family, equal to the family line of the Burdoth dharsages.
Dharmery, Lailia . . . . . Mother of Saress Khodre. Ruled North and South Khodre (formerly Carissey) until her abdication in favor of Saress in 3462.
Dharmery, Saress . . . . . See Khodre, Saress.
DharWin . . . . . Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.
Doss, Caji . . . . . Student of Caji Gends and member of Maustin Caji that stopped the Ninindrue Plague Slayings. Carried the Way of Gends to Jasp's muadra in 2947 PC.
Elayn, Laindra . . . . . Woman of the city of York who in ancient times traveled many realms and sculpted figures of the creatures she saw upon her return. This started a renaissance in travel and trade on Jorune. The city of Laindis in the Sobayid is named for her.
Garicheer, Ko Jey . . . . . Ramian Gire who broke peace with Jasp in 1162 PC.
Gauss, Khaun . . . . . Son of Mayatrish and Paul Gauss. Founder of the city of Khaun Gauss in the Gauss Valley of Burdoth.

Gauss, Paul . . . . . Human who found Iscin's journals and rediscovered the secret of durlig. With his wife . . . . . Mayatrish, he protected human mutations and Iscin races in the early 7th century.

Geer, Jarman . . . . . Jaspian muadra hero who in 1162 PC used primitive crystal rafts to attack a ramian Gire . . . . . fleet from the air and saved the country from invasion.

Gends, Caji . . . . . First of the muadra to learn dyshas. Leader of Maustin Caji assault on crugar at the . . . . . Ninindrue Plague Slayings.

Gomo, Salrough . . . . . Thriddle seer who established the new era. Still plays major role as liaison between . . . . . governments of Jorune.

Harangire, Kah Denni . . . . . Ramian Chiven Rachu-eh ambassador and harbinger of era of peace between Jasp and . . . . . Voligire in the 900s. Patron ancestor of Jaspian ramian.

Harboh . . . . . Dobren general who signed the Klein-Khodre Accord.

Harik, Ton . . . . . Jaspian Iscin hero who, according to legend, studied skyrealms of Jasp and constructed . . . . . first crude levitating craft in 842 PC.

Harsri, Rhan . . . . . Despised former chell of Ardoth. Temporary chell while Khodre Allonkarb was in Temaun . . . . . tro during the Energy Weapons War. Hated by muadra because he gave order to expel . . . . . muadra from Ardoth. Blamed for the sinking of the warship Camder.

Hie, Lord . . . . . Legendary Heridothian leader, believed to have lived sometime between 12th and 15th . . . . . centuries. He is credited with unification of several Heridothian families for expansion . . . . . into the Sobayid, colonization of islands and points within Burdoth, raising level of overall . . . . . Heridothian health with public sanitation, and building of great walled cities of Heridoth. . . . . Lord Hie may be mythic combination of several Heridothian leaders during the dark ages . . . . . of Joruni history.

Ho-Gomo, Bennid . . . . . Thriddle friend of Caji Gends who taught crugar how to weave Lightning Blast dyshas.

Ho-Trid, Kirra . . . . . Thriddle advisor to Khodre Allonkarb, and Khodre Dhandrenn's mentor. Author of ‚Those . . . . . You Will Meet'.

Huston . . . . . Wealthy boccord family that made their fortune by printing twelve sacred texts of Tran . . . . . Haddan for sale in claysis across Jorune. Founders of Huston Union, a banking . . . . . organization.

Iscin, Theodore Paul . . . . . Born Eris 5 (by tradition); died Mullin 34, 27 PC. Bio-tec engineer who modified Earth . . . . . animals into intelligent, bipedal creatures. Killed by Choundra, one of his creations.

Jorune, Kadija Rhen . . . . . Earth astronomer credited with the planet's discovery.

Khanat . . . . . Jaspian clan respected for its meticulous bookkeeping and profitable negotiations. Has . . . . . overcome dark stain left by an ancestor Sage who ruled Jasp with a corrupt administra . . . . . tion and was overthrown in popular revolt in 3077.

Khanat, Sage . . . . . Near-legendary despot of Jasp who was deposed by popular revolt in 3077.

Khardarren . . . . . Wealthy Burdothian family. Several generations of this family have proven themselves to . . . . . be powerful strategists and tacticians in service to Khodre Allonkarb and . . . . . Khodre Dhardrenn.

Khodre, Saress . . . . . Ruler of North and South Khodre. Half-sister of the current dharsage of Burdoth. . . . . Daughter of Prince Khodre and Lailia Dharmery.

Ko-Trid, Klein . . . . . Tan-Iricid thriddle who negotiated end of Energy Weapons War. He now lives on Ehvans . . . . . and has had only limited dealings with Ardoth since the signing of the Klein-Khodre . . . . . Accord.

Kol, Gire . . . . . Legendary first ramian pirate. Although hated by his own people for becoming a pirate, he . . . . . saved them from a plague with raids of other lands for shirm-eh.

Krose, Danthro . . . . . Respected Ardothian drenn who has travelled the world and carried his tales back to . . . . . eager audiences.

Mayatrish ..... Wife of Paul Gauss. Between 609-616 PC, Gauss and Mayatrish protected the growing numbers of human mutations and Iscin races. Mayatrish is honored as a diety among many of these races.

Sal mansi T'san ..... The Sydran leader who took his people out of Elds and into the Glounda Forest.

Sarla ..... Vintner of Snabla who created process used in making sarla wine.

Shandane, Learric ..... Sholisian general who, in 3007, saved Ardoth from demise at the hands of the crugar. A district of Ardoth is named after him.

Sho Copra Tra ..... Sholari shantha who taught isho powers to Caji Gends.

So-Gomo, Stanra ..... Thriddle querrid who let slip to Khodre Dhardrenn the fact that thriddle had known of more Earth-tec that they had not revealed during the Energy Weapons War. This caused Khodre to have all thriddle expelled from Ardoth.

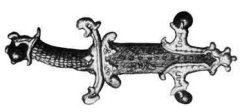
Tarsory ..... Powerful but eccentric family of Heridoth that has fallen in power over the past few decades.

Tarsory, Yan Gizer ..... Charismatic and eccentric cousin of Khodre Allonkarb. Responsible for Prince Allonkarb's involvement in the war in Heridoth.

Terassi, Hulsan ..... Tologran dictator overthrown in 2677 PC with aid from ramian.

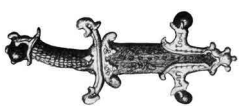
Trohan, Rhan ..... Current chell of Ardoth.

Torran, Darthis ..... Chell of Ardoth who fell victim to crugar attack during the Energy Weapons War. He was temporarily replaced by Rhan Harsri.



Earth Tec

Earth Tec



Earth-Tec in Society

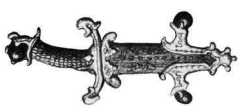
Written by David Ackerman

The caches of Earth-tec found by the Burdothian has proven to be an invaluable resource and is largely responsible for Burdoth's current high status on Jorune. They have also influenced the society itself to some extent, but, while there have been some changes, the basic structure of the culture remains the same. The Drenn, Kesht and Toth system was strengthened by the influx of technology since it made becoming Drenn far more desirable. Since the weapons have not been turned against the toth, and some tauthers are allowed to use them, the public is not cowed by the devices. There are an insufficient number of devices to change and upgrade everything in Burdoth; the average person's life is much the same as it was before the discoveries. Yet the presence of these artifacts gives all Burdothians a feeling of pride and a connection with the grandeur which is now past.

There are many places where people come in contact with technology fairly often, as in the mid-range of the Gauss valley – where several robot harvesters now work a huge section of land in a special development by the Dharsage. These large, plodding machines are semi-sentient combine harvesters and are controlled by a select group of Iscin, and guarded by the Ardoth Guard. The sonic aerator and durlig puller are used on these lands. Khodre Dhardrenn has had his Iscin learn the secrets of the Tech-gens (fusion generators) and, while they don't fully comprehend them (quite an understatement), the Iscins can operate them reliably. Thus a series of generators have been set up across the country in the various dharsage bases. Several major cities (Sychill, Lelligire, Gauss, Mierdrinth, Sobay, Glounda and Ardoth) have Tech-gen stations where power and function cells may be recharged and devices inspected by the trained Iscin, for a price. It is said several generators are posted at a few military outposts in the wilderness, but the locations are secret. Almost certainly there are examples of all technology in the Shendarri Skyrealm. Devices do filter into the public domain, especially in Ardis. Here, toth may be found with viewers, high tech bits of clothing or jewelry (which may have hidden purpose) and other sundry (non-violent) artifacts. Iscin can be seen traveling into the more secluded regions of the realm with medi-kits and supplies to help the people there.

Not all the earth-tec is of recent introduction. The colonists brought many gene-tailored organisms with them from Earth. When the colony fell, many of these were released into the Jorune environment. Most died in the harsh conditions, but some survived in small ecological niches. Amongst these was a bacterium which breaks down most basic refuse (garbage) such as plant fiber, animal fats, wood, paper, etc. and produce useful fertilizer and methane as a by-product. In the cities where used, once every few months the pools are drained and the fertilizer is harvested and shipped to fields. The methane is usually vented and burned off, but recently, Cosahmi has set up a system for using methane-burning water heaters and citadel lights. The project is proving successful and may be implemented elsewhere. A similar system has developed around another bacteria, one which was originally designed to produce plastic. This form was found to survive in small quantity in the Cushindell Marshes, in about 3352 P.C., where stagnate backwaters form an adequate medium for the culture to grow (it is also rumored to exist in the East Trinnu Jungle Lands). Layers of plastic grow across the top of pools. The longer it grows, the thicker the plastic gets (to a maximum of about 7mm). The thin plastic is used for clothing (ponchos, rain gear), tarpaulins, etc., while thicker plastic can be used for windows and sacks (it's not clear, but can be translucent, and is not strong enough to be its own structure).

The military in particular have benefited from the infusion of earth-tec. Energy weapons have made the elite infantrymen or warrior far more potent and the shields increase their chances of leaving the field alive. A small scout group of the Ardoth Guard, while using repulpeds, drove back a large raiding party of cleash in the East Trinnu Jungle Lands. They could swarm and strike at the group and then withdraw into the forest faster than the cleash could follow. Exactly why the Guard were in the ETJL was never fully explained. Hover car scouts were the first to spot the Ramian Fleet in 3472 and warn the Burdothian fleet. In the ensuing battle, they helped harry the enemy ships and claimed 2 galleys sunk. These are only a few examples of how the weapons are shaping the forces of Burdoth; there are many more. The Sholari may see his own ways of using them. Keep in mind the Burdothians do not fully understand the technology which they are using and do not always grasp its full potential.



Earth Tech and the Burdothian Army

Written by David Ackerman

This document can also be found at the end of Companion Jorune: Ardoth, SR202, now out of print.

These are some additional technological devices which the Burdothian army often utilize. They have the same restrictions as stated in the Sholari Guide, unless noted otherwise.

Power Harness (l2gc)

This is a strength enhancing framework designed to fit a normal human (size 1). It increases the character's strength to 17 (or the character's own strength, whichever is greater) and adds 3 to the character's size for strength and offensive purposes (lifting, damage, penetration). It does not effect defense and since it is an open framework, does not act as armor. It also subtracts 2 from advantage since it is somewhat cumbersome. One power cell will energize this device for 12 hours of operation. If worn unpowered, the character can barely move (-10 advantage, -7 speed) and has no increase in strength. Although this device does not require a human handprint, it will only fit normal sized humans.

Battle Harness

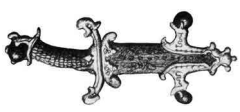
This is powered combat armor. It acts as per the Power Harness, but it only subtracts 1 from advantage and is equipped with the equivalent of B.E.D. and E.R.P. armor. It also includes a set of viewers and a comlink. Only 10 of these are known to be found and are rumored to be in the hands of the Ardoth Guard. One power cell works for 10 hours in this device.

Hover Car

These vehicles use a form of electro-magnetic repulsion to suspend themselves over the terrain. Each can carry 6 passengers and driver. Since the controls are computer assisted, the craft is not difficult to operate. The car has a maximum speed of 250 kilometers per hour and has a built in fusion power plant which requires fueling with water after one week of operation. The nature of the support field causes a loud hum and occasional appearances of sheet lighting under the craft. Maximum altitude is 10 meters. The structure of the car has a force shield with 60 points and the car itself can take 20 points before penetration and damage occur. Anyone under this vehicle when the field is on will suffer damage as per a field ram -2. If the field is deactivated, the car settles to the ground slowly and automatically. The car has a built in locator. Only 6 of these cars are known: 4 with khodre and 2 with the council.

Repulpeds (4gs)

These are small, one-man platforms which move using the same principles as the Hover Car. Speed is 60 KPH with a range of 1 hour on a power cell. It has a bank of 3 power cells from which it can run. Since it is an open, pedestal style vehicle, about 1 meter across, it provides no protection, but its force field will act as a field ram (-3 injury) to those underneath. 30 - 40 of these vehicles are known to exist and while many are used by the military, some can be issued to others.

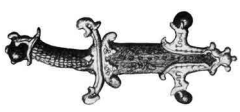


Sonic Blades (12gc)

These are high tech tools shaped like single-edged knives and swords. The leading edge of this tool projects a sonic field which disrupts the molecules of the struck object allowing the blade to cleave deeply and cleanly (+2 to penetration, +2 to injury). Intended as tools, these objects have been put to somewhat less constructive use. A power cell will power one of these devices for 1 hour of operation. They come in knife and sword form.

Scan Grid (1gs)

This is a small (20 cm x 30 cm) device which when activated can detect, and differentiate electromagnetic fields. This allows the operator to detect energy sources and even the subtle biological electrical activity of living beings. It takes an Iscin with Earth Tech skill of level 3 to operate and it has a range of approximately 244 meters. It can be jammed with heavy dysha activity. A function cell will power the device for 24 hours.



BIO-TEC

PREFACE TO BIO-TEC

The Jorune of 3488 is populated with creatures of many races. Among them are the Bio-Tec races: woffen, crugar, bronth, tologra, and the first of Iscin's creatures, the blount. But these Bio-Tec creations are quite different from those described in this chapter. At the time the colony left Earth, Bio-Tec was still a closely regulated technology - governments controlled the patents on new life, and no life was allowed that could ever directly replicate or compete with man. The laws against tampering with mammalian life were strictly written and enforced. Besides a half-dozen or so animals designed for medical laboratory research, genetic tinkering with intelligent life was not permitted.

In the wake of the Human/Shanthic war, Iscin found himself quite alone and suddenly unencumbered by the moralistic and xenophobic constraints that had hindered his work throughout his professional career on Earth. The creatures he created broke all the rules. They were not designed from the ground up to serve a singular purpose; rather, they were the children to which he would bestow life, modifying existing creatures far beyond their present evolutionary states and abilities. Of course, these creatures would not be designed for the convenience of some taskmasters. They would not simply release corks to reproduce. They shared nothing in common with genon based life forms; they had dreams and ambitions. They were much like men.

BIO-TEC

Bio-technology was a powerful technology never exploited on Earth because genetic tampering had always raised questions of sinister motives. There are basically two varieties of Bio-Tec life. First, there are the „genons," whose genetic structures are engineered from the ground up. Then there are the Bio-Tec races, like woffen, bronth, crugar, tologra, and blount, which are based upon wolves, bears, cougars, tigers, and amphibians. Each have been modified to take on human characteristics. The first type of genetically engineered life was acceptable on Earth, the second was not. The Bio-Tec scientist Iscin broke his Terran ethical standards when he created such creatures.

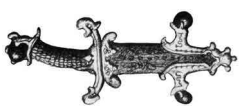
It is important to realize that the first group of Bio-Tec life forms, those designed from the ground up, were engineered for a specific purpose, not as experiments in competitive evolution. In most of their environments on Jorune, they do not compete for resources, and as such, can flourish despite their primitive makeup.

Most bio-technology on Jorune was imported from Earth. Many of the creations that were needed were engineered before the journey by JBT (Jorune Bio-Tec) and RK (Replicin's Kinderpods). Copies of their genetic code were stored in seeds, and these seeds were stored in „egg-tins." The seeds stored in these containers can remain fertile enough to grow for up to 50 years after being removed from their cyro-bin egg-tins. Those preserved for the past 3484 years at 200 degrees Kelvin (-94 degrees Fahrenheit) have a 92% survival rate if properly implanted.

THE LIFE CYCLE OF GENON BIO-TEC

Corks

The seeds stored in the egg tins are called „corks." In order for them to develop, they must find the perfect environment which will both fertilize and nurture them. These „artificial" wombs were developed alongside the corks as the perfect complimentary reproductive package: corks implant into the top opening of the live and receptive „incupods." The implantation causes the



membrane at the incupod opening to rupture, and the cork slowly unfurls and releases its tendrils of DNA into the incupod interior. The first few days of contact between the cork and the incupod are the most sensitive to the elements; it takes time for a good, protective seal to form between the two (see: „Busk," described later in this chapter). Based on the information in the cork, the incupod adapts accordingly to provide the necessary fertility agents and nutrients that will bring the cork to term. After the new Bio-Tec creature hatches or is launched from its host, the incupod dies.

Incupods are hardy, plant-like life-forms that take root in soil. The average incupod is about the size of a watermelon. The portion that protrudes from the soil (usually half its total bulk or less) is leathery, except for the opening at its top, covered by a thin membrane. Thick hair sprouts densely from the incupod's surface, insulating the bulk and providing some camouflage and protection for the opening membrane. During its several-year lifespan, an incupod will send out shoots from which its seeds will drop when the plant is mature. An incupod that hosts an organism before its shoots fully develop will not have a chance to reproduce.

Besides the initial supply of corks from the colony egg-tins, the Bio-Tec creatures themselves aid in their own proliferation. Bio-Tec creatures form and drop corks frequently (once every few weeks to once every few months). Corks fresh from an egg-tin, or those freshly dropped by a parent creature have the highest chances for survival.

Cork Classes

There are five basic varieties of cork-based Bio-Tec creatures. A cork created by a specific creature can sometimes be altered to produce a different creature in the same category of cork. The five classes of cork are listed here:

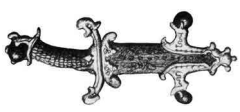
N-Clyde: Bio-Tec organisms and bacteria. Not creatures.
Afrid: Worm-like growths.
ViDrox: Bio-Tec creatures that take the form of specific objects.
Anniton: Bio-Tec creatures classified as primitive animals.
Annaphon: Advanced Bio-Tec animals.

Busk

Corks find their way into incupods one of two ways. Either they are purposefully seeded, or they are implanted by busk. Busk were designed to ensure the implantation and undisturbed fertilization of corks. Busk are small beetle-like creatures whose only purpose in life is to play a part in the life cycle of corks. Busk unceasingly scour their surrounding in search of corks. When one is encountered, it is snatched in capable pincers, whisked away to the nearest incupod, and implanted. The busk then centers its shell over the protruding part of the cork that never fully penetrates the membrane, and remains attached for several days while a natural seal forms beneath it. Busk, too, drop their own corks, and reproduce as they were designed to. The original colony planted plenty of busks, which have always been close to incupods. The Bio-Tec life cycle still exists much the same way as it was set up 3500 years before.

Rethis

Busk serve one other important and quite amazing function. If they sense that the environment has become hostile towards corks and incupods, the busk will release a cork that is quite different from themselves. The special cork yields „rethis," the heroes of the Bio-Tec community. They emerge from gestation in an incupod in less than four days (the Rethis corks take about twenty-four hours to create, at which time the busk-creator dies), small but feisty marsupials with only one task in mind: move any endangered corks and incupod seeds to greener pastures, and start a new colony. Rethis stand easily upright but spend most of their time on all fours. They live only a few weeks after hatching, but will spend that entire time devoted to their quest.



With a pouch full of corks and busk clinging all over its hairy body, it can cover distances of up to several miles if necessary. The short lifespan of the rethis is part of its design; the haste in which it is created in order to respond to emergency situations leaves little time for proper formation of internal organs. Its cardiovascular system cannot stand the strain of the task which it must perform.

Better Reproduction

It is advisable to water an incupod heavily before fertilizing it with a cork. For best results it should be re-planted between one half and two-thirds its height in moist soil. Thirty-five hundred years after their creation, incupods in the wild have evolved to grow almost completely beneath the soil. At this depth, replicated descendants are sometimes unable to hatch from their underground nest. An additional step that can be taken to help ensure the seeding of a cork is to place a „busk" over the part of the incupod where the cork is stuffed.

TRoJaX

The chemical compound `Trojillian Hexaflouride' (TRoJaX) induces rapid production of corks from any Bio-Tec creature, quadrupling output, but cutting the creature's remaining lifetime to 1/10th of normal.

Cork Tricks

Creating Other Species

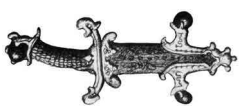
Most people who are familiar with corks do not know that they can be unraveled. With the tip of a knife, or a sharp fingernail, they can be opened to their full length of nearly 6 inches. The inner side of an unraveled cork contains a strange set of symbols and codes used to identify each cork. The genetics of each Bio-Tec creature instructs it to lay the cork with writing on the inside. Cutting or punching the marked areas change key sections of the genetic code of the cork. A single cork contains thousands of replicas of the same genetic material, so punching does not change the DNA. What is being altered are areas of the cork where special formation proteins are stored that control the incupod's growth mechanisms. The diagram below details the corks' inner coding.

Note: incupods have never been used for the purpose of reproducing mammalian life. Terran ethics strictly forbid all such experimentation, fearing human incupod birth as the ultimate outcome.

DETERMINING THE OUTCOME OF A CORK

Rolling for incupod outcome:

1. Determine the age of the cork.
2. Determine the origin of the cork.
3. Roll under appropriate table for Reproduction Success, using age and origin information. Success: continue with step 4. Failure: Only perform step 4 below to determine the Duration of Incubation, subtracting D40 from the duration roll. A partially formed glop of goo will be ejected from the incupod as described above.
4. Roll on Duration of Incubation table.
5. Roll on the Number of Defects in Bio-Tec Creature table.
6. Roll on the genetic defect/malfunction table to determine all of the genetic defects.



1. Determining the age of a cork.
   Roll percentile dice to determine the age of a cork of unknown origin:

   Roll: Age:

01 - 20	< 1 day
21 - 65	< 7 days
66 - 85	< 1 month
86 - 95	< 1 year
96 - 99	< 5 years
100	longer than 5 years

2. Origin of a cork.
   Roll percentile dice to determine whether a cork of unknown origin is from an egg-tin or from a creature:

   Roll: Cork Origin:

01 - 85	Natural
86 - 100	From an egg-tin

3. Table for reproductive success.
   Roll percentile dice on the appropriate table below. Failure indicates complete inability of incupod to reproduce the genetic code.

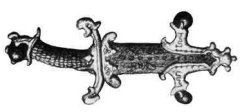
   Corks from living Bio-Tec creatures
   Freshness of cork: % chance of successful reproduction:

< 1 day	99%
< 7 days	97%
< 1 month	92%
< 1 year	78%
< 5 years	24%

   Corks from egg-tins
   Freshness of cork: % chance of successful reproduction:

< 1 day	92%
< 7 days	78%
< 1 month	24%
< 1 year	5%

4. Duration of Incubation.
   Roll percentile dice to determine the duration of the incubation. Add or subtract the modifiers listed on the Incupod Duration/ Defect Modifiers table. If a roll goes beyond what's listed on the table after adding in modifiers, re-roll on the next highest incubation class. If a roll goes below the lowest number listed on the table after adding modifiers, re-roll on the next lowest incubation class. If a second roll is necessary, make it without any modifiers.



Time required to hatch:

Roll:	Class A:	Class B:	Class C:	Class D:	Class E:
-10 - 2		—> —> preemie <— <—			
3 - 15	3 days	3 days	7 days	15 days	40 days
16 - 25	4 days	4 days	10 days	18 days	75 days
26 - 40	4 days	5 days	13 days	20 days	80 days
41 - 60	5 days	6 days	15 days	22 days	85 days
61 - 75	6 days	7 days	18 days	25 days	105 days
76 – 90	6 days	8 days	20 days	30 days	115 days
91 - 95	6 days	9 days	22 days	40 days	120 days
96 - 99	7 days	10 days	25 days	50 days	125 days
100 - 105		—> —> Unable <— <—			

Incupod Duration/Defect Modifiers:

Incupod seed from cryo-bin:	+0
Incupod seed from 3500 years of incupod growth on Jorune:	+35
Cork from egg-tin removed from cryo-bin within 50 years:	-10
Cork from 3500 years of Bio-Tec creature growth on Jorune:	+10
Planted in fertile soil:	-10
Planted in dry mediocre soil such as sand, clay, hard dirt:	+20
Watered heavily before seeding:	-5
Not watered heavily before seeding:	+15

5. Defects in Bio-Tec Creature

To determine the number of defects in a Bio-Tec creature newly born from an incupod, roll percentile dice, modifying the roll by the same numbers used on the Duration of Incubation table above.

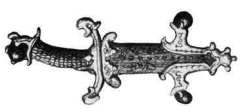
Roll: Number of defects:	
0 - 25	0
26 - 60	1
61 - 80	2
81 - 90	3
91 - 95	4
96 - 98	5
99	6
100	7

Genetic defect/malfunction table:

Roll: Wild Cork:	Egg-tin Cork:	Defect Type:
1	1	Will die within minutes
2	2	Will die within hours
3 - 4	3	Will die within days
5 - 6	4	1/2 life span
7	5 - 6	Stuck to incupod at birth
8	7	Inability to eat
9 - 15	8 - 11	Sensing defect (D6: 1 - 4 eyes, 5 - 6 other)
16 - 19	12 - 15	Unreliable at performing function
20 - 21	16 - 17	High failure rate at performing function
22 - 23	18 - 19	Abandon function in mid process
24 - 26	20 - 25	Clumsy
27 - 30	26 - 30	Slow
31 - 32	31 - 35	Hyper/fast
33 - 38	36 - 40	Noisy
39 - 43	41 - 44	Always hungry
44 - 50	45	Vicious
51 - 52	46	Always feels pain
53 - 54	47 - 50	Missing limbs
55 - 56	51 - 52	Abnormal hair
57 - 60	53 - 55	Abnormal skin
61 - 62	56 - 60	Twitches
63 - 64	61 - 62	Skin produces oils
65 - 69	63 - 66	Smells bad
70 - 75	67 - 69	Unable to produce corks
76 - 82	70 - 75	Allergic to Trojax
83 - 84	76 - 84	Allergic to spores in Jorune air
85 - 86	85 - 86	Unresponsive immune system
87 - 90	87 - 91	Loud digestive organs
91 - 92	92 - 94	Eats anything
93 - 95	95	Grip complex: holds to anything
96 - 97	96 - 97	Digs: digs into the ground (tries to rejoin incupod)
98 - 99	98 - 99	Premature birth: too small
100	100	Extra growth: 3 more defects, D100 - D20

Incupod

Incupods grow as close as three or four yards from each other. Their competitive root systems prevent successful growth at closer range. These organisms live out their biological lives essentially as plants, absorbing nutrients through the soil, and sending out shoots and stems from which light is gathered and their seeds are dropped when the plant matures. Incupod seeds are very light, and very sticky. Foraging animals that brush alongside a blooming incupod carry the seeds some distance before



dropping them. Without a cork, an incupod lives its natural life of two or three years and dies. With luck it will have created at least one other incupod.

Incupods were planted all over Jorune at the time of the colony's arrival in anticipation of human expansion over more areas of the planet. They do not greatly disturb the alien ecology of Jorune either by displacing a great number of other plants, or by affecting the diets of native life. Incupods taste terrible to all life-forms, even Bio-Tec creatures.

When an incupod seed is planted, it develops over several weeks into a watermelon sized plant. A really large incupod can grow to be more than 40 pounds. A general rule is: the larger the incupod, the larger the genon (Bio-Tec creature) will grow to be. This is not always the case, however, small incupods have hatched some brutish beasts that have continued growing after hatching.

Creature terminology:

Some short definitions of Bio-Tec words:

Incupod:	watermelon-like plants used to grow Bio-Tec engineered creatures from corks.
Corks:	seeds/eggs produced by Bio-Tec creatures placed in incupods to reproduce that creature.
Egg-tin:	plastic containers used by the Earth colony to store corks in a convenient package. Each egg-tin contains between two and seven corks depending upon their size.
Busk:	Bio-Tec insect creatures that seed incupods with corks they find.
Rethis:	A marsupial-like Bio-Tec creature created by busk to rescue an incupod community.
Genon:	Any Bio-Tec creature.

BIO-TEC CREATURES

„genons"

Each of the Bio-Tec creatures described below has most or all of the following specifications listed above it:

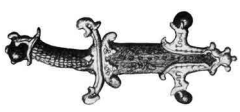
Price:	Two numbers are listed, first the price of a cork for such a creature, then the price of purchasing such a creature full grown. Prices are in gemlinks.
Availability:	How available are these creatures for purchase? The same term is used for corks and creatures. The terms used are: common, uncommon, rare, extremely rare.
Cork Type:	One of N-Clyde, Afrid, Vidrox, Anniton, or Annaphon.
Incubation Class:	A letter, `A' through `E' is listed. The incubation class is used to determine the time needed for the creature to hatch out of an incupod.
Lifespan:	How long does the creature usually live?
Eats:	What does the creature eat?
Sensory ability:	T=touch, H=hears, V=vision, S=sound, O=odor
Constitution:	What dice are rolled for the creature's Constitution characteristic.
Strength:	What dice are rolled for the creature's Strength characteristic.
Agility:	What dice are rolled for the creature's Agility characteristic.
Size Modifier:	How does the creature respond to damage. +0 represents a human, -1 for a muadra, +1 for a boccord. Smaller numbers are common for Bio-Tec creatures.
Weight:	how much does a typical specimen weigh in kilograms?
Cork production:	how often does it produce a cork?

Bursler:	Water Gatherers
Price:	1gl/2gl
Availability:	Uncommon
Cork Type:	Anniton
Incubation Class:	D
Lifespan:	1 month
Eats:	decaying vegetable matter
Sensory ability:	T
Constitution:	3D6
Strength:	3D6
Agility:	2D6
Size Modifier:	-2
Weight:	5kg
Cork production:	2 corks during life

Burslers were intended to provide water for people in remote areas where an underground supply could not be easily reached. These husky, tubular creatures are capable of burrowing dozens of yards underground in search of subterranean water sources. Upon finding water, burslers take on as much water as possible, return to the surface, and re-fill the hole with dirt. They will die within hours of finding water, but not before the texture of their skin becomes tough and leathery. Their bodies become bota bags full of water that remain fresh for long periods of time. Water found within the bursler is known to be pure because the creature's organs filter out any toxins or waste.

Symer:	Fish Catchers
Price:	1gl/4gl
Availability:	Uncommon
Cork Type:	Anniton
Incubation Class:	D
Lifespan:	6 months
Eats:	water plants
Sensory ability:	TVS
Constitution:	3D6
Strength:	3D6
Agility:	3D6
Size Modifier:	-2
Weight:	4kg
Cork production:	2 corks per life

Symer were produced to catch fish and bring them back to shore for humans travelling in the wild. These genons (Bio-Tec creatures) are long, flat, fish-like creatures that lie mostly dormant until thrown into water. Complete immersion in water triggers their mission response. The Symer swims frantically in search of small fish which it grapples onto with its sharp claws. The Symer then inflates itself with its air reserve, and drags its prey to shore.

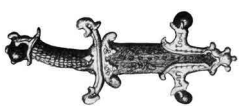


Dablos:	Entertainment
Price:	2gl/4gl
Availability:	Rare
Cork Type:	Anniton
Incubation Class:	C
Lifespan:	9 months
Eats:	plants
Sensory ability:	TSH
Constitution:	3D6
Strength:	3D6
Agility:	2D6
Size Modifier:	-2
Weight:	5kg
Cork production:	2 corks

These small bio-engineered creatures were created to provide entertainment. They are slender creatures that propel themselves with two long arms. Dablos enjoy climbing and swinging. They are also excellent swimmers. Their bodies are resilient to most damage, enabling them to safely take falls of twenty to thirty feet without sustaining injury. Their knobbly heads protrude only slightly above their slight shoulders, revealing two small black eyes and a tiny circular mouth. The amusement value of dablos increases with their numbers. They are easy to house train. Dablos grown from egg-tin corks make a laughing sound when chased or being chased. The laughs of those grown from corks evolving over the past 3500 years has changed to a hoarse cough. The dablo genetic structure did not fare well over time in the hostile Jorune environment. A common defect is extreme viciousness that increases with age. Older dablos have occasionally bitten or even killed small animals or children.

Gapper:	Workout
Price:	1gl/2gl
Availability:	Uncommon
Cork Type:	Anniton
Incubation Class:	D
Lifespan:	2 years
Eats:	fluids
Sensory ability:	T
Constitution:	3D6
Strength:	3D6
Agility:	3D6
Size Modifier:	-1
Weight:	20kg
Cork production:	1 per 3 months

Originally, the purpose of these creatures was to give a person a strenuous workout. Gappers look a lot like snakes, but are flatter and have multiple appendages. They grapple with people and hold them as tightly as possible, while carefully avoiding the head and neck areas. They were designed to release their playmates upon sensing impending unconsciousness, but those evolved on Jorune for 3500 years have sometimes let evolved instinct take over. Gappers in the wild have adapted to drinking the bodily fluids of their strangled dead. For this reason, the Dharsage has decreed in 3488 that all gapper in Ardoth must be licensed through the office of the Chell. „Unlicensed creatures will face impoundment and consequent destruction."

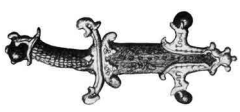


Tilons:	Mortar
Price:	1gl/4gl
Availability:	Uncommon
Cork Type:	Afrid
Incubation Class:	C
Lifespan:	1 year
Eats:	anything
Sensory ability:	T
Constitution:	2D6
Strength:	1D6
Agility:	1D6
Size Modifier:	-2
Weight:	8kg
Cork production:	2 corks

Corks of this type produce a big, fat worm that weights over 20 pounds. This creatures' sole purpose is to produce mortar for construction work. It was not intended for construction on Jorune, but several of these corks were brought to Jorune by colony members hoping to build their own homes some day. The creatures survived in the wild quite well, eating almost anything that grew on Jorune. They move in a worm-like fashion, and quite slowly. They have no teeth, no eyes, and barely a sense of touch. They produce mortar when squeezed, so when bricks are pressed against them they release a thick, crusty slime, and then move away. Tilons taste terrible to all creatures. Tilons have close cousins called „Millegon," described next.

Millegon:	Glue
Price:	3gl/6gl
Availability:	Rare
Cork Type:	Afrid
Incubation Class:	B
Lifespan:	4 months
Eats:	decaying vegetable matter
Sensory ability:	T
Constitution:	1D6
Strength:	1D6
Agility:	1D6
Size Modifier:	-4
Weight:	1/2kg
Cork production:	2 corks

Closely related to Tilons, these Bio-Tec creatures are very small, weighing about one pound. Again, like Tilons, they are worm-like and move very slowly. They also produce a natural adhesive, but it is a very sticky glue that bonds almost instantly to anything. A Millegon also produces a slime that can eat through its glue. The glue comes form the creature's hind quarters, while the glue antidote can be squeezed from the worm's small mouth. Only a few drop of the glue is needed to bond things, and a single drop of the antidote will usually destroy the grip of the glue. „Millegon Glue" is becoming available in many bazaars. Klades have even formed to exploit this special product.



Genon Pier

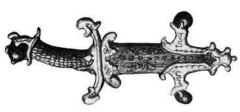
Price:	40gl
Availability:	Rare
Cork Type:	ViDrox
Incubation Class:	B
Lifespan:	2 years
Eats:	anything in water
Sensory ability:	T
Constitution:	3D6
Strength:	1D6
Agility:	1D6
Size Modifier:	-
Weight:	-
Cork production:	1 per 3 months

This genon will die if not placed in water immediately after its birth. Those who understand its function place it close to shore where it can live out its function, the production of a pier. The genon pier grows rapidly above the surface of the water. Its body is much like a comb-like substance. Over time it grows both towards shore and away from it. Every ten feet or so it grows long legs that reach down to the lake or ocean bottom to provide stability and support. The entire pier is situated between 3 and 10 feet above the surface of the water. Growth takes place at the astonishing rate of one foot every day. So, although it may take several months to create even a very short pier, some of these creatures live as long as a year, creating piers of great length. The actual pier structure is composed of the creature's bone, left behind as it grows. The genon pier can be described as a creature that either leaves a trail of bones wherever it goes, or as a creature that's trying to run away from its own bones. Corks float, so those given off by a Genon Pier usually wash up on shore.

Genon Flare

Price:	1gl/3gl
Availability:	Uncommon
Cork Type:	Afrid
Incubation Class:	A
Lifespan:	3 months
Eats:	decaying vegetable matter
Sensory ability:	T
Constitution:	1D6
Strength:	-
Agility:	1D6
Size Modifier:	-4
Weight:	1/3kg
Cork production:	2 corks

This small Bio-Tec creature is about six inches long and looks like a thick stick. It survives in the wild as a worm, eating leaves and other plant debris. The purpose of the genon flare is to light brightly when squeezed. It accomplishes this with the aid of powerful illuminating agents distributed throughout its body. It can sustain a blinding light for two minutes after being activated. A genon flare can be used once a day without injuring the genon.



Genon Light

Price:	1gl/3gl
Availability:	Uncommon
Cork Type:	Afrid
Incubation Class:	A
Lifespan:	6 months
Eats:	decaying vegetable matter
Sensory ability:	T
Constitution:	1D6
Strength:	-
Agility:	1D6
Size Modifier:	-5
Weight:	1/5kg
Cork production:	2 corks

Related to the genon flare, this creature gives off a long lasting light for up to several hours every day. It is activated by squeezing it gently around the center of its tubular body. The strength of the squeeze determines the brightness of the light. Genon lights are calmed into darkness by stroking them slowly until they shutoff.

Drofner:	Homing Pigeon
Price:	3gl/8gl
Availability:	Rare
Cork Type:	Anniton
Incubation Class:	D
Lifespan:	2 years
Eats:	plants and insects
Sensory ability:	TVO
Constitution:	3D6
Strength:	2D6
Agility:	3D6
Size Modifier:	-3
Weight:	1kg
Cork production:	3 corks

Drofner are a sort of homing pigeon used both for message transport and to locate missing persons. They are the bloodhounds of the Bio-Tec world. Hatching violently from an incupod, drofner are hyperactive from the moment they start their lives. They are bird-like, with wings and a beak, but their bodies most resemble rodents. The face of Drofner is puffy with large sacks of skin folding over and over. This puffy material is part of the creature's incredibly astute nasal system. Once a material is rubbed in a Drofner's face, the creature can home in on a matching source miles away. To accomplish this, the Drofner flies around for a while, trying to pick up the same scent it was exposed to. If a matching smell is nearby, the Drofner will fly and find it. Although small, Drofner can carry small payloads, like notes and letters. When they find the source of the odor, they attempt to land on top of it, drop off their cargo, and then rest for a bit. They eat any type of insect and most plants.

Reco

As described in the section on robotics, competition was keen between developers of Earth-Tec and bio-technology in the years before the Jorune expedition left earth. The Earth-Tec designers argued that robots could be cranked out quickly and would operate more intelligently than biological creations. The Bio-Tec engineers ignored these claims and laid down dogma of their own. Biological designs did not require power sources, a strong point in their favor, for what if the power grid should someday fail? Additionally, biological creations could reproduce themselves, while robots had to be engineered to survive without maintenance for long periods of time. The result of this discord was the creation of Reco 1 and Reco 2 and Reco A and B. The numbered versions of these dog-sized creations are tec-tons and were described in that section. The lettered versions are Bio-Tec creatures capable of many of the same tricks, plus a few of their own. Their descriptions follow:

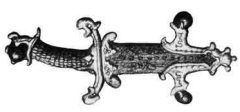
Reco A

Price:	40gl/90gl
Availability:	Rare
Cork Type:	Annaphon
Incubation Class:	E
Lifespan:	5 years
Eats:	plants
Sensory ability:	TVOH
Constitution:	3D6
Strength:	3D6
Agility:	3D6
Size Modifier:	-2
Weight:	20kg
Cork production:	1 per 3 months

This dog-sized creature has four legs, two forward arms, and a long, thick tail. Reco A's are covered with a thin fur that sheds each summer. These creatures are very smart, and can learn to respond to spoken instructions quickly over a period of a few months. They are strong, nimble, attentive, and loyal. They can carry loads as heavy as 25 pounds, climb difficult surfaces, swim, and best of all, lay corks. Reco A has long been a favorite companion of jungle explorers who understand the nature of these creatures. Given their protective instincts, they will attack anything that endangers their trusted companions. Unlike a Reco B, these genons are independent, and will venture into the unknown with no guidance.

Reco B

Price:	25gl/60gl
Availability:	Rare
Cork Type:	Anniton
Incubation Class:	D
Lifespan:	3 years
Eats:	plants
Sensory ability:	TVOH
Constitution:	3D6
Strength:	3D6
Agility:	3D6
Size Modifier:	-2



Weight:	20kg
Cork production:	1 per 3 months

These Bio-Tec creatures are almost identical to the Reco A's described above, except they are less intelligent, and less independent. They are preferred companions to less secure travellers who don't like the idea of their „pets" travelling ahead without them.

Arbrey Stack

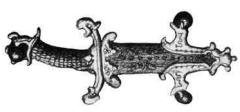
Price:	2gl/7gl
Availability:	Uncommon
Cork Type:	ViDrox
Incubation Class:	C
Lifespan:	6 months
Eats:	garbage
Sensory ability:	T
Constitution:	3D6
Strength:	-
Agility:	-
Size Modifier:	-4
Weight:	5kg
Cork production:	2 corks

This is a Bio-Tec creature that eats garbage, dirt, and even living vegetation. It produces flat, circular slabs of highly flammable material. It is called an Arbrey „Stack" because it stacks the slabs on top of each other. One flat piece of this material is called an „arbrey" and will burn bright and hot for approximately 5 minutes. The burning of Arbrey Stacks produces no toxic byproducts.

Genotool

Price:	1gl/3gl
Availability:	Uncommon
Cork Type:	ViDrox
Incubation Class:	C
Lifespan:	2years
Eats:	plants
Sensory ability:	TH
Constitution:	3D6
Strength:	3D6
Agility:	1D6
Size Modifier:	-5
Weight:	1kg
Cork production:	2 corks

Genotools are genetically engineered creatures that are used as common tools. Various forms include clamps, bungees, and ropes.



Sladregs:	Clean P-Piles
Price:	1gl/3gl
Availability:	Uncommon
Cork Type:	Afrid
Incubations Class:	C
Lifespan:	9 months
Eats:	mold and garbage
Sensory ability:	TVOH
Constitution;	1D6
Strength:	1D6
Agility:	1D6
Size Modifier:	-4
Weight:	2kg
Cork Production:	2 corks

These Bio-tec creatures were designed exclusively to eat away at molds, dirt and debris growing on P-Piles (solar power plants). Most of these creatures were mysteriously wiped out in the 14th century P.C. (post colony) when their worm-like bodies decayed into green slime. These creatures faded into oblivion for more than 1500 years until their sudden reappearance in the 31st century. Historians believe that an ancient egg-tin must have been found that rekindled the population.

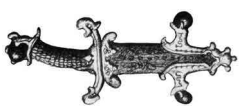
Iscin races

Woffen, bronth, crugar, blount and tologra are creatures engineered by the Bio-Tec scientist Iscin. They are known as the „Iscin Races." Iscin created them in the years following the destruction of the Earth colony on Jorune. Some say that his efforts were out of desperation for human companionship, others say that these creatures are the product of a twisted mind. However, whatever is said cannot defy the grandeur of these creations. All five of his creatures are based on specimens from Earth, altered by Iscin to give them an erect, biped stance, opposable thumbs, and near human intellects. They populate Jorune in great numbers, each thriving in a different niche.

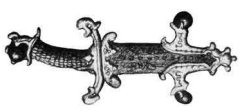
These Bio-Tec creations of Iscin were developed without the use of incupod technology such as corks. They are the result of tough genetic engineering challenges that required the splicing of human genes into wolves, bears, cougars, amphibians, and lions and tigers. Players should not attempt to grow these creatures in incupods. None of them produce corks and would be insulted to be categorized with any of the genon forms of life. Upon learning their meaning, bronth in particular have taken great offense to insinuations that the Iscin races have anything to do with incupod life. They all revere Iscin as their creator and don't wish his name to be confused with the inferior minds of the incupod creators.

EARTH-TEC JORUNE GLOSSARY

300KRS ..... Three hundred degree Kelvin Return System used to return a cryo-bin to room temperature.
Afrid ..... Worm-like creatures that come from incupods.
Annaphon ..... The name given to advanced Bio-Tec creatures.
Anniton ..... The name for Bio-Tec creatures taking on a primitive animal form.
Arbrey stack ..... A Bio-Tec creature that eats garbage and produces material that burns well.
Ardoth ..... The biggest, most influential city on Jorune.
Attack cells ..... An energy cell with three times the power of a regular power cell.
Bio-Tec ..... Biological technology. One of Earth's greatest technologies in the 22nd century.
Blaster ..... A plasma projecting weapon.
Blount ..... A Bio-Tec creature created by Iscin that is based upon amphibian life.
Boccord: ..... One of the three races of humans. Boccord are larger and stronger than humans.
Bronth ..... A Bio-Tec creature created by Iscin that is based upon bears.
Burdoth ..... The main realm of humans on Jorune.
Burslers ..... Bio-Tec creatures that dig into the ground to collect water.
Busk ..... A beetle-like Bio-Tec creature that cares for incupods.
Camder ..... A flagship of Prince Khodre's that was sunk full of Earth-Tec energy weapons in the Battle of Esh-eye ..... in 3445.
Com-yokes ..... An Earth-Tec device used to assist communication for divers.
Combatton ..... A tec-ton devised for combat purposes.
Cork ..... A small cork-shaped seed used to implant incupods.
Crugar ..... A Bio-Tec creature created by Iscin that is based upon cougars.
Cryo-bin ..... Large metal containers used by the earth colony to store tools, robots, and materials.
Cryogenics ..... Low-temperature storage and preservation of technology.
Dablos ..... Bio-Tec creatures created for amusement.
Diagnot ..... An Earth-Tec device used for medical diagnosis.
Dharsage ..... The ruler of a realm.
Drenn-ton ..... A general purpose tec-ton.
Drofner ..... A Bio-Tec creature that serves as a homing pigeon.
Duplicator box ..... An Earth-Tec device that can be used to create items of duplicate shape.
Durlig ..... A Bio-Tec plant created by Iscin for the Earth colony to eat. Durlig tastes bad, and a single plant ..... weighs over 50 pounds.
Dyshas ..... Energy skills. Orbs and bolts of Isho.
Dwebis ..... Robots brought by the Earth colony to maintain starcraft but which now serve to maintain Earth-Tec ..... caches underground. They can enter cryo-bins with ease.
Eelshon Sheevid ..... A legendary beast of Glounda.
Egg-tin ..... A small plastic can that keeps corks fresh.
Eles ..... An external underwater lung system created from the scinnon Bio-Tec creature.
Field ram ..... A photo-sonic shock weapon of Earth-Tec origins that gives its target a hard knock.
Function cells ..... The most common and low power of the power cells.
Gapper, 21 ..... A Bio-Tec creature created to give fitness nuts a good workout.
Gauss, Peter ..... The name of the human of the Gauss valley who discovered Iscin's journals and the secret of durlig.
Gends, Caji ..... The first muadra to learn dyshas. He was trained by Sho Copra-tra, Sholari of Tashka, a shantha.
Genon flare ..... A Bio-Tec creature that serves as a flare.



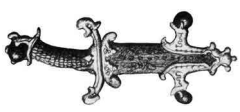
Genon light . . . . . A Bio-Tec creature that acts as a light.
Genon pier . . . . . An unusual Bio-Tec creature that grows to form a pier over time.
Genon . . . . . Any form of Bio-Tec life.
Genotool . . . . . Any variety of genon that acts as a tool.
Giggit . . . . . A creature sought by thriddle for their giggit pipes. Found in the East Trinnu Jungle Lands.
Heridoth . . . . . Burdoth's neighboring realm. Heridoth has been the site of war for many centuries.
Ho-Trid, Kirra . . . . . A thriddle advisor to the dharsage, and Khodre Dhardrenn's mentor.
Huge Portable Pile (HPP) . A large, clumsy, nuclear power plant.
Humans . . . . . The three races of humans are pure strain humans, muadra, and boccord.
Incupod . . . . . Watermelon shaped plants that serve as reproductive chambers for corks.
Iscin . . . . . The Bio-Tec engineer who created woffen, bronth, crugar, Tologra and blount. The name Iscin is now . . . . . taken on by those of leaned ability.
Isho . . . . . The ambient form of energy that permeates Jorune. Isho can be woven into bolts and orbs.
Jorune . . . . . The planet chosen by Earth for its first colony out of the solar system.
Kesht . . . . . The highest status or honor in Ardothian society. Ardoth's original leaders were kesht.
Keshton . . . . . A judicial tec-ton that passes sentence.
Khuan Gauss . . . . . An ancient city located in the Gauss Valley. The first casualty of the crugar invasion of Burdoth at the . . . . . beginning of the Energy Weapons war.
Khodre Dhardrenn . . . . . The dharsage ruler of Burdoth. Born late 3444.
Kirlan . . . . . The most beautiful (the only beautiful) city in either North or South Khodre.
Koistra . . . . . A Heridothian city located on the bay.
Laser . . . . . An Earth-Tec weapon that shoots a powerful beam of amplified light.
Limilate . . . . . Any medicine or drug. Usually of complex composition, requiring sophisticated creation.
Lundere . . . . . The woffen realm located east of Dobre.
Lusail . . . . . The name of the northern province of Burdoth bordered by the Lusail river. Lusail is broken down . . . . . into S'sydra and Lusail, for the S'sydrans do not like to think of themselves as part of the eastern . . . . . Lelligirian province.
Maintec . . . . . A tec-ton used to repair other robots.
Matter integrator . . . . . An MI is a device used to seam two surfaces or corners together.
Maustin Caji . . . . . Caji who left Ardoth when trouble began for muadra soon after the humans gained the Earth-Tec. . . . . They travelled south to the Sobayid, and brought back the Ways of the Gends.
Maytrish . . . . . The figure of legend who brought the people of the Gauss Valley to spare their newborn muadra. She . . . . . was Gauss' wife.
Muadra . . . . . One of the three races of humans. Muadra are smaller than pure strain humans, but are capable of . . . . . weaving dyshas (energy abilities).
. . . . . Millegon, 21: A Bio-Tec creature that produces glue.
N-Clyde . . . . . Any bacteriological Bio-Tec life.
N-Pile . . . . . A Neutrino Capture Converter power plant. It is a low power underground generating plant.
Ninindrue Plague Slayings . The crugar massacre of woffen in 2934 in the city of Ninindrue. Caji Gends came to the woffens' . . . . . aid.
P-Pile . . . . . A passive collection source. Solar power panels.
P-ton . . . . . A tec-ton that drops power lines in the trenches that it digs.
Penzer Cattletross . . . . . The Chell of Lelligire responsible for his fleet's destruction in the Ramian War of 3472.
Plevlar gloves . . . . . Highly insulating gloves that make cryo-bin expeditions safer.
Polpedroth . . . . . A city located on the south of the Essanja. Polpedroth was destroyed by Dobrens and Lunderians . . . . . during the Energy Weapons War.
Porta-Source . . . . . A portable superconducting power source.



Power cells . . . . . Any small cell that produces power, or the energy cell rated at 500 kilojoules energy.
Power Plants . . . . . Any power producing station.
Querrid . . . . . Any creature that obtains information for thriddle. Querrids made their first appearance in Ardoth . . . . . in 3475, when thriddle were permitted back into the capital after the Warp Flash of 3475.
Reco a&b . . . . . Two Bio-Tec life forms with robotic counterparts. They are similar to dogs.
Reet . . . . . An island located off the north coast of Lusail. The people of T'Sulya are Lelligirian colonists who have . . . . . long since dropped their allegiance to Lelligire.
Reharvester . . . . . A tec-ton used to examine root systems of trees.
Replicin's Kinderpods . . . . . The first company to create incupods. Their particular brand name is the „Kinderpod."
Rethis . . . . . Small marsupial-like Bio-Tec creatures that rescue incupod communities.
Rocket pack . . . . . A small Earth-Tec jet pack.
Ros Crendor . . . . . A boccord habitation located north of the Doben-al.
S'sydra . . . . . The western half of the Lusail province is referred to as S'sydra by its inhabitants.
S-Pile . . . . . A slow, stable energy source.
Sargus Pile . . . . . An underground power station.
Seco-Ton . . . . . A quick tec-ton that can travel through dense terrain.
Shantha . . . . . The original form of intelligent life on Jorune. Shanthas have no eyes.
Shendarri SkyRealm, The . A SkyRealm located in a valley of the Accaptas Mountain Range.
SkyRealm . . . . . A large crystal formation that floats above the surface of Jorune balanced by crystal repulsion.
Sladregs . . . . . A form of Bio-tec life that cleans solar power panels.
Sobayid . . . . . One of Burdoth's four provinces.
Stunner . . . . . An electrostatic Earth-Tec weapon used to render most life forms temporarily unconscious.
Sub-Meson Pile . . . . . The most powerful of the Earth-Tec power plant types. It produces energy from muon-catalyzed . . . . . fusion. These stations are usually located at sea.
Subtronics . . . . . Earth's electronics technology in the 22nd century.
Surveyor . . . . . Tec-tons that wander Jorune on their eight legs.
Sydra . . . . . A city located in Assydre Bay in Lusail. This city was devastated by Gire invaders in 3113 and then . . . . . scavenged by Lelligirans after the war.
Symer . . . . . Bio-Tec creature that catches fish.
T-Pile . . . . . Tidal energy generators.
Tec-ton . . . . . 22nd century robots on Earth were called tec-tons.
Thriddle . . . . . inquisitive creatures with two eye stalks.
Tilon . . . . . A Bio-Tec creature that produces a mortar-like substance when squeezed.
Tologra . . . . . Iscin's last Bio-Tec creature. They are powerful, and quick creatures based upon lions and tigers of . . . . . Earth.
Trailblazer . . . . . An enormous tec-ton that clears pathways.
Trinnus . . . . . The East Trinnu Jungle Lands: A large jungle region located to Burdoth's south.
Trojax . . . . . Trojillian Hexaflouride, a substance used to induce rapid production of corks from a genon.
Vidrox . . . . . Any Bio-tec life that takes the form of an object.
Woffen . . . . . One of Iscins' Bio-Tec creatures, this one based upon wolves.

Everyday Life

Everyday Life



Food on Jorune (durlig on Jorune)

Written by Andrew Leker

When outdoors, Ardothians eat mainly sandwiches and fried food. Durlig leaves are often used to pick up food, and the fried durlig chunks called „bryits“ are crispy on the outside, making them neat enough to be eaten by hand. Meals eaten in the home are served primarily in wooden bowls (fine brynk hardwood is preferred) and are eaten with spoons. Although plates and forks are available in most homes, a typical Ardothian meal doesn‘t require them. Meats are usually cut up into small pieces before being served. The basis for this style of eating is very old. When Burdothians came to understand durlig‘s importance in the human diet, there was great impetus to introduce this bad tasting vegetable. Children especially, were urged to eat durlig with every meal. Eventually, people started cooking more casseroles and stews that used diced durlig heart as a base. As a result, most Ardothian food served in the family setting involves durlig either in the form of a casserole or stew, or for children who are especially bad, boiled or baked. Under such harsh circumstances, forks and knives are provided.

Of the fast food available, the thivin control more than 65% of the market. Their little kiosks, booths and stands liner Ardoth‘s streets. Although only involved in the food industry for thirty or forty years, they have come up with some strikingly original means of preparing durlig. Although rumor has it that they use questionable meats (beagre and rat), people continue to eat thivin food with broad smiles. And although very greasy, it tastes good and contains enough durlig to keep a body healthy. The thivin klades in Ardoth keep their techniques as secret as possible.

For a yule you can purchase a bag of bryits, a mug of squaum, and three crisps. They called it the food deal of the century. What makes it possible to enjoy these same plates over and over again is the constantly changing thivin recipe. They aren‘t trying to hit the perfect formula, nor are they capable of it - thivin don‘t eat the food they prepare...

Clothing and fabrics on Jorune

Written by Mark Wallace

From Animal Skins

Clothing for humans on Jorune is made typically from either hides, fibrous plant husks, or cotton-like materials. Hides are taken from thombos, lothern (Illustrationon page 52 of the Sholari Guide), clemmisins (Clemmisins are large creatures) and do-odreh (a large creature from which hides can be taken, fairly long and flat. The do-odreh is related to the ramian genetic line), all of which are cured. For armor, it is the clemmisin skin that is valued. This bulbous creature's thick, stringy hair must be shaved before preparation of the armor. It is often saved to make rope. The skins are then pounded and lacquered until tough. When clothing is made from the clemmisin the hair is trimmed but not shaved oft, leaving enough insulation to keep out the cold in Crith (Winter).

Do-odreh

The do-odreh's thin, light-weight skin is used for lighter clothing. It's composition is speckled and it makes crinkly sounds when folded. Although it feels fragile, it lasts for generations if oiled every so often. Fine bags, hair nets and Ardothian „long-scarves" (worn only by women of impeccable taste and finance) are crafted from these hides. The do-odreh itself is snake-like, long, wide, and flat. Though they have no fangs, as do snakes, they are protected from other creatures by sharp flat quills that can be extended from under their skin, making a predator think twice before grabbing hold. The skinning process is delicate, and requires player characters make a percentile roll to determine whether they can avoid cutting themselves on the do-odreh's razor sharp defenses. (Allow players to use their highest skill level in the Hunter skill group on their character sheet. A successful roll indicates that the person remains uncut throughout the process.)

Thombo Skins

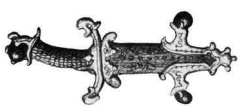
Thombo skins are less valued and more common. When made into leather they always retain a bit of the animal's smell (hence the large perfume trade in Ardoth). If soaked, It smells especially bad. Those traveling In the rain wearing thombo clothing often tend to their soaked garbs before their mounts. When dry, thombo skins are somewhat stiff, but flex without cracking; they deform well, making them useful as hot-mitts and gloves. Thombo clothing becomes more comfortable with wear.

Lothern Skins

Lastly, lothern skins are made into tough, durable hides, that provide good insulation, and great comfort. Though it doesn't look it from a distance, this skin is rough, even sharp at spots. Even though it is sanded down before being crafted into clothing, it never loses all its roughness. What gives it its flexibility is a long soaking in oils and roots that make it pliable almost indefinitely. In hot, dry weather, lothern skins tend to dry out and crack. Oils can be purchased for a few yules that remedy this problem before it becomes extreme (Tam run oil typically used: 10 yules for a quart of this liquid.)

Prices

For thombo, lothern and do-odreh clothing, relative prices will be 1:2:20, so a jacket made from thombo skin that costs 15 gemules would cost 30 if made from lothern skin, and 3 gemlinks If made of do-odreh. Clemmisin armoring costs approximately the same as clothing made of do-odreh, but few casual clothes are fashioned out of this material. The only long listing process to preserve it is curing, which makes it hard and barely flexible. For this reason, luggage of the very rich is often clemmisin.



Clothing from Plants

Coditch

Of the fibrous plant husks used for clothing, coditch and simra-vintch are the most common in rural areas. Coditch is the plant grown by thriddle, especially those Cosahmi, located just west of the Kuggin Mountain range. The bright orange husks to this corn-like crop are stripped away and carted off to be bleached, boiled, and woven. Finished, light-weight, easy-breathing clothes are fashioned. The cost of coditch clothing is very low, on the same scale as that of thombo clothing or perhaps a bit lower in the valley (Gauss Valley). This material is easy dyed before use, leading to colorful designs. Its texture is almost as fine is silk but its availability prevents it from being considered precious. Besides, it wears out quickly; a pair of coditch socks lasts for only a few weeks, shirts and pants about a month. Old coditch clothes are typically burned on the outskirts of town.

Simri-Vintch

The simra-vintch is related to vintch, that desert plant which has long been a night's retreat for travelers in the wilderness. This form of vintch however, is smaller and more fibrous. At one half to one meter in diameter, these plants are home to creatures no larger than pibbers and dharmees. The simra-vintch is ideal for rain-coats and snow vests. So well adapted is the vintch to extremes in clime that clothing made from its fibers give their wearers great protection against the wind and moisture. Before simri-vintch petals can be woven the plant must be thoroughly dried and beaten down. Although comfortable, most wearers complain of this material's „lumpiness." Clothing made of simra-vintch sells for less than thombos skins.

Cottons

Although cotton is very rare and is only cultivated in the Sobayid, the seeds of the common spiral-vine are encased in a fluffy twine that can be crafted into cloth. Although not as soft as cotton, it is easy to weave and plentiful. Such cloth is relatively inexpensive, but is less durable than a hide. The color of this material is an oft white with occasional streaks of brown, much like a light tweed.

Clothing from Insects

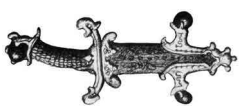
Cushindell Silk-Moth

The Cushindell silk-moth is described thoroughly in SR201 in the description of the Cushindell Marshes, Phalmre and Delmre in Lusail. The cushdin fabric crafted in Lelligire is distributed throughout the realm. Though expensive, it is in high demand for its comfort and beauty. Casual kesht garb is exclusively fashioned from cushdin (a heavier silk percentage than cotton for kesht).

What do most people wear ?

Most country people will wear coditch or simra-vintch clothing. It's comfortable, and inexpensive. These garments are easily cleaned of sweat and dirt and are the favorites of those indulging in routine, heavy labor. In areas of high population, those well-off enough to buy cushdin clothing do so, followed by lothern and do-odreh; lower In price come thombo, coditch, and simra-vintch clothes.

Styles vary between cities, and even between neighborhoods. In the muadra part of Ardoth (the city's south end), darker colors seem to be the style, but muadra wear less than the other human races. The humans of Ardoth often dress in gowns and robes, wearing coditch clothes of a variety of colors. The very poor in Ardoth buy their clothes from the thivin who do not bother to go through the bleaching process, leaving those of low income to dress In clothes tinted a bland yellow or tan.



As a group, boccord tend to avoid clothes made of simra-vintch and they wear more thombo hides and articles made of coditch. A common complaint is that the simra-vintch doesn't air well enough, and is too stuffy. Though the thombo hides have similar problems, they tend not to stick to the skin when perspiring. Cottons are preferred but are too expensive for some.

Fabrics and their prices:

The price listed below for each material includes a shirt and a pair of pants

Animal Skin .....Prices
- Thombo .....15 Gemules
- Lothern .....25 Gemules
- Clemmisin (armor) .....1 Gemlink
- Do-odreh .....1 Gemlink

Insects .....Prices
- Cushindell Silk-Moth .....45 Gemules

PlantPrices
- Cotton .....8 Gemules
- Coditch .....25 Bits
- Simra-Vintch .....1 Gemules

Clothes worn in specific Regions

The Gauss Valley

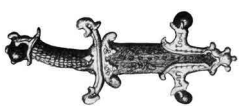
The peoples of the Gauss Valley dress in a colorful assortment of dress. Here, coditch Is the primary material used in design. Gowns, robes, and dresses are the most common forms. Those from the Valley will not dress in dark colors, linking black with the linens used to cover the dead during the plagues of the past.

Miedrinth

Near the East Trinnu Jungle Lands lie hot, humid, flats where the city of Miedrinth was built. People here dress in light-weight clothes and often wear hats to protect themselves from the intense sun. Light colors are preferred, and most shirts have flaps to help them breath better.

Sychill

This northern city sits at the end of an isthmus overlooking the Sychill Sea. The winds pick up in the afternoon as the temperature drops. Warm cloaks and heavy scarves replace the wind-breakers worn in the morning hours. With the cold and dampness of the environment, people have taken to wearing boots. In Crith, the center of the city is a noisy congestion of feet clomping there way through puddles and slush. Dark browns and pale blues are the city colors. The yords here dress in distinctive yellow, but in contrast to those in other cities, they patrol very little. Sychill yords are stationed, making only occasional duties.



Currency and wages

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The currency of Burdoth is gem based. Different grades of gems have different values. Uncut, un-scultped gems are beautiful, but do not constitute currency. Only those stones which bore the Dharsage's seal were used for exchange. After the Energy Weapon's war, and the discovery of Earth-Tec, the Dharsage slowed down the manufacture of metal coins in favor of drilling narrow, clean holes through gems with the newly acquired laser-torches. This system is virtually impossible to duplicate by any other means; nothing but a laser-torch can cut as fine or as clean a hole.

The most common gems used in Burdoth are:

Bits ..... The smallest unit of currency. Equivalent to about a penny in Burdoth. Twenty bits make a gemule. ..... Physically, bits are crude, ugly crystals with rough exteriors. Bits are not considered currency in ..... quantities greater than 100 because they lack dharsage marks.

Gemules (yules) ..... Gemules are the most common unit of exchange. They have the buying power of 20 bits (about ..... 20 cents). Although they are well formed crystals, their interior is white and milky. Old gemules are ..... patterned, new ones have laser holes in them. One hundred gemules make one gemlink.

Gemlinks (links) ..... Gemlinks differ from gemules in that their centers are considerably less milky and light blue in color. A ..... gemlink has in this society the equivalent buying power of a twenty dollar bill in late 1980's U.S. ..... currency. Ten gemlinks are equal to a single *gem." Gemlinks are about the size of a fifty cent piece.

Gems ..... The beginning of the nice gems. Center is completely clear of milky color but sparkles with blue, green ..... and yellow. Ten gems form a gemcluster.

GemCluster ..... Similar to gems, but the color in their centers is clustered into small, bright bursts of color. Ten ..... gemclusters make a single gemstar.

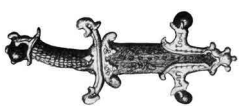
Gem Stars ..... The finest gems. Completely clear except for the colorful starburst pattern that emerges radially from ..... their centers. This is the highest unit of Burdothian currency.

It is important to have a grasp on the buying power of each of these units of currency. Knowing the value of gemlinks in terms of gemules is not enough; here are some basic equivalences:

A reasonable lunch in the center of Ardoth is going to run about 2 yules (gemules). Fast food (thivin kiosks) will cost less, usually between 20 and 30 bits (that's between 1 and 1.5 yules). A medium priced dinner is going to run about 3 gemules, while a good meal will run as high as 20 to 30 gemules (higher if drinks are included).

Here are some sample rates of pay for different occupational types:

Beggars ..... Scrounge two to three gemules each day in a large city.
Durlig pullers ..... 13 gemules/day
Movers ..... 11 gemules/day
Miner ..... 8 gemules/day
Harvester ..... 10 gemules/day
Digger ..... 8 gemules/day
Sailor ..... 7 gemules/day (at sea)
Fisherman ..... 16 gemules/day (self employed) 10 gemules/day (employed)
Carpenter ..... 13 gemules/day (on a team) 20 gemules/day (building cabinets, woodwork)



Butcher . . . . . 20 gemules/day (self employed)
Butcher . . . . . 14 gemules/day (apprentice)
Tanner . . . . . 12 gemules/day
Trainer . . . . . self employed: paid for animals, not day-by-day, 13 gemules/day (employed)
Cook . . . . . 12 gemules/day (kiosk, food included), 16 gemules/day (small restaurant)
. . . . . 25 gemules/day (nice restaurant), 50 gemules/day (fine restaurant)
Clerk . . . . . 15 gemules/day
Secretarial . . . . . 20 gemules/day, 45 gemules/day (competent)
Garment maker . . . . . 9 gemules/day (making cloth), 11 gemules/day (making nice clothing)
. . . . . 20 gemules/day (making very nice clothing), 25 gemules/day (designing)
Beverages . . . . . 14 gemules/day (making rusper), 20 gemules/day (winery)
. . . . . 15 gemules/day (serve drinks in an illidge), 22 gemules/day (shast in a shenter)
Oils . . . . . 10 gemules/day (extracting oils, smells bad)
Perfumer . . . . . 10 gemules/day (simple, hard labor)
Rug maker . . . . . 12 gemules/day
People groomer . . . . . 14 gemules/day (hair, nails, etc.)
Animal groomer . . . . . 6 gemules/day (cleaning thombos and bochigons)
Shoe maker . . . . . 13 gemules/day
Tapestry . . . . . 11 gemules/day
Gardener . . . . . 12 gemules/day (friendly neighborhood gardener)
. . . . . 16 gemules/day (for kesht or dharsage)
Jeweler . . . . . 20 gemules/day
Weaver . . . . . 12 gemules/day
Trader . . . . . 18 gemules/day (thivin trader clears this much)
Flower seller . . . . . 8 gemules/day
Food vendor . . . . . 6 gemules/day (a thivin working in a kiosk)
. . . . . 25 gemules/day (owner of a thivin kiosk)
City guide . . . . . 15 gemules/day (arranged position with chell)
City Yord . . . . . 20 gemules/day (under the chell)
Private yord . . . . . 15 gemules/day (hired guard)
Archer . . . . . 24 gemules/day (under the dharsage)
Patroller . . . . . 25 gemules/day (under dharsage, exterior patrol)
Daijic . . . . . 45 gemules/day (daij-meat daijic, very few), 20 gemules/day (crystal daijic)
Soldier . . . . . 30 gemules/day (real combat soldier for Khodre)
Dancer . . . . . 5 gemules/day (working in the streets), 9 gemules/day (in a troop)
Crafts maker . . . . . 12 gemules/day (display of goods)
Musician . . . . . 6 gemules/day (working in the streets), 10 gemules/day (in a troop of musicians)
Singer . . . . . 15 gemules/day (not on the streets, royal events)
Administrating . . . . . 16 gemules/day (small business)
. . . . . 20 gemules/day (medium business)
. . . . . 75 gemules/day (fairly substantial business)

Wages and salaries

This List of Wages is adapted from THE SHOLARI PACK from Chessex, a support for Skyrealms of Jorune gamemasters.

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All prices are listed in gemules. Each price is average for one or per day unless otherwise indicated.

*Independent negotiation for each job or item.

**Illegal in Burdoth.

***25% to klade; food and lodging provided by klade.

Income

administrator
- large business 50
- medium business 20
- small business 16

ahdis
- circuit 15
- street 10

aide to council member 40

animal groomer 6

animal trainer
- hired 13
- per beast ..... *

apprentice non-klade 9

archer 24

barber/beautician 14

bartender 15

beaster ..... By animal type/*

beggar (daily average) 3

brewer (rusper) 14

butcher 20
- apprentice 14

caji guard
- expedition 100
- expedition, many dyshas 200
- to the dharsage 50
- private** 30

caji student . . . . . .no income

captain
- airship 45
- sea ship 40

carpenter
- hired 13
- cabinetry, finish work 20

cart driver (city) 18

clerk
- dharsage 50
- private 15

cloth maker 9

clothing designer 25

cobbler 12

companion (night) 40

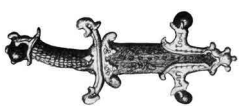
condrij 50

cook
- fast food 12
- private family 20
- restaurant, nice 25
- restaurant, small 15

corastin
- guard*** 10
- porter*** 5

craftsman 12

daijic
- crystal 20
- daij** 45



dancer
- street performer 5
- troupe member 9

digger 8

durlig puller 13

dyte punk** 12

entris
- beginning 5
- experienced 18

fadri 30

farmer 15

fisherman
- hired 10
- self employed 16

florist (thivin kiosk) 25

flower seller 8

food kiosk clerk 6
- owner 25

gardener
- private family 16
- public 12

githerin
- klade*** 15
- non-klade** 12

guide
- independent 10
- official city 15

harvester 10
hishtin 100

Iscin
- bio-tec 40
- Earth-tec 70
- outdoor 60
- practical; classics 20
- translations 20

jer (per leg of journey) 100

jeweler 20

kim member (honorarium) 5

kimit member (honorarium) 3

klade
- apprentice*** 1
- laborer*** 7
- master*** 25
- workman*** 12

learsis 25

marine 18

miner 8

mover 11

musician
- street performer 6
- troupe member 10

oiler 10

palace guard 25

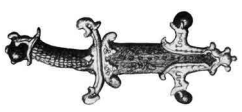
perfumer 10

querrid (contract) 20

sailor 7

scribe 15

seamstress/tailor 25
- apprentice 18



secretary 20

servant 7/*

shadow warrior 100

shast 22

sherja (per fight) 20

singer
- private event 15
- street performer 8

soldier
- Burdothian 30
- private 18

talmaron cavalry 22

tanner 12

teacher
- copra 15
- dysha 35
- school, advanced 25
- school, introductory 15

thomboc 14

thriddle
- calculator 25
- informant . . . . . *

trader 18

vintner 20

weaver
- factory worker 12
- fine art 45
- rug 10
- tapestry 11

yiordeh (plus expenses)
- beginning 30
- experienced 60

yord
- city or kim 20
- private 15

yordeh .....
- beginning 30
- experienced 80

Lodging (one night)
- classy inclep 100
- comfortable inclep 40
- scroungy inclep 15
- common hall 4
- desperation inclep 2

Service

challisk
- clean 10
- mark 100

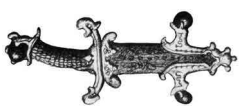
recharge Earth-tec
- attack cell 300
- function cell 100
- power cell 1,000

Miscellaneous

bed fur 40
book (hand copied) 500
candle (large) 10
flatware (utensils and plate) 4
flint and steel 5
glasses, reading 80-200
grooming brush 3
journal (printed) 5
lantern 35
- oil 5

lock and key 25
lockpicks 25
magnifying glass 1,000
mirror
- large, wall 1,000
- small, hand 400

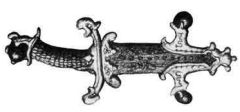
pavillion (30x30) 1,000
perfume 50
pick 5



rope (5 yards) 20
shovel 15
skin
- clemmisin 100
- do-odreh 100
- locure 3,000
- lothern 25
- thombo 15

spikes and hammer 15
telescope 7,000
tent
- 4-person 200
- personal 30

thriddle library (afternoon) 10
torch 4
writing desk (travel) 10
writing paper (50 sheets) 2
writing pen and inkpot 2
writing pencil 1



Weapon and Equipment Price List

All prices are listed in gemules.

*Independent negotiation for each job or item.

**Illegal in Burdoth.

***25% to klade; food and lodging provided by klade.

Weapons

arrows (10)	4
axe	250
battle axe	600
bola	300
bolts (12)	10
bow	200
bow, long	350
cleash capsule	
blinder	600
cold	1000
fire	1,500
flare	100
food odor	600
knock-out	2,000
repel	300
smoke	200
tangler	200
TJ	2,000
club	40
corastin-sized	90
trarch-sized	60
crossbow	400
heavy	650
halberd	700
knife	200
mace	1,000
machete	900
morning star	1,500
pike	450
shanthic blade,	
+1	70,000
+2	150,000
+3	300,000
+4	500,000
sis-ganj	800

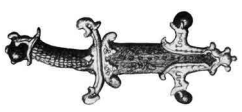
sling 100
spear 600
staff 50
sword,
boccord one handed 5,000
boccord two handed 7,000
hard 15,000
one handed 3,000
two handed 4,000
thivin made ..... add 500
thikes (pair) 100
trident 650

Armor

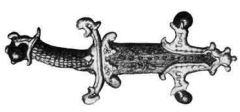
carapace ..... *
clemmisin 150
crudge ..... *
crystal 200,000
deflector 20,000
E-rep 50,000
leather 100
locurian grunder 15,000
M.A.S. 250,000
ring mail 1,000
shield, tower 600
wood 100
wood and metal 500
thalierian 35,000

Earth-Tec

aerator (basic) 400,000
alert pod 20,000
attack cell 5,000
binders 5,000
blaster pistol 200,000
breather 5,000
comlink 2,000
field ram pistol 100,000
force wall 300,000
function cell 2,000
gas filter 1,000
glider 10,000
HPP 4,000,000



laser pistol	150,000
locator	2,000
power cell	10,000
power clip	100,000
power harness	120,000
power shield	200,000
power torch	100,000
pulsar pistol	150,000
receiver-transmitter	20,000
repulped	400,000
rifle	1.5 x pistol cost
scan grid	100,000
scope	50,000
sight	5,000
sight light	5,000
slab ammo (blaster)	3,000
sonic blade	120,000
sound scope	3,000
stunner pistol	100,000
translator	200,000
tec-rope (10 yards)	4,000
throw explode	200,000
turret	3 x pistol cost
viewers	10,000



Burdothian Klades

SOURCES: Skyrealms of Jorune; Companion Ardoth; Combaion Burdoth; Shanthas of Jorune; Atlas Jorune: The Sobayid; Gire of Sillipus

These are some (but not all) of the better established klades in Burdoth.

Atterol Iscin Klade

Atterol Iscin . . . . . Classical and Field Iscin
. . . . . Most prestigious klade in Ardoth, located in Tocour area of Arkin. While its ties to
. . . . . Gauss Valley Associates were severed almost 1,000 years ago, Atterol continues to
. . . . . be the place to study

Bryne Klades

Bryne Sobayid klades with outlet in Lower Manser in Ardoth. They offer keo'sko, linryte and rusper

Bohod Klades

Group of klades primarily supporting fisherman and merchant vessels. Mother house in Old Aylon, Jasp.

Barrij . . . . . Rope and net makers
Bohod . . . . . Weavers specializing in Cushindell silk for sails
Shelt . . . . . Sail makers
Shoukt . . . . . Vintners and winemakers
Yampher . . . . . Sail menders

Cassadon Klades

Group of klades with mother house in Gauss, Burdoth.

Belli . . . . . Potters
Clerbish . . . . . Performers (actors, singers, musicians, dancers, jugglers)
Fusheen . . . . . Assassins and poisoners
Gendil . . . . . Caji orb weavers who create aerial displays for celebrations, marriages and festivals, in particular for the Shower of Light . . . Githerin Contract thieves. When operating through the klade, githerin have some legal protection
Oriem . . . . . Cream (candy) makers
Shelp . . . . . Furniture carvers (including furniture for Dharsages palace)

Gauss Valley Associates

Group of klades originating in Gauss Valley and/or following traditional trades. The mother house is in Khaun Gauss, Burdoth.

Hanarit . . . . . Cavris grain farmers
Iscin . . . . . Scientists and reserachers
Jahadda . . . . . Pharmacologists

Liggnie ..... Durlig harvesters
Mooselk ..... Producers of animal feeds
Plencia ..... Oldest food preparation klade in the Gauss Valley
Storuli Blade ..... Blademakers
Triwerse ..... Cobblers

Hlonistu Klade

Hlonistu Klade ..... Insurance klade started by thivin, but now dominated by humans

Hudson Klades

Group of tightly knit klades offering services and consumer goods. Mother house in Aylon, Jasp.

Ginja ..... Private yords (personal security)
Halby ..... Thombo trainers
Hobra ..... Horse trainers
Kindrich ..... Armorsmiths
Lassiltroff ..... Cabinet makers
Learson ..... Corastin porters (membership exclusively corastin)
Spallor ..... Bladesmiths

Kipkle Klades

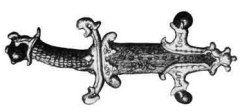
Group of well-known, highly specialized klades known for quality and service. Mother house in Carissey, North Khodre

Astilene ..... Locksmiths (gates, grates and locks)
Hichandricks ..... Tailors specializing in Lelligirian Cushindell silk
Letros ..... Private yord services and training
Shelpedy ..... Candymakers (creams; competes with Oriem)

Lorgin Klades

Group of klades viewed with contempt for high prices and poor services. Mother house in Thantis, Thantier

Aciloss ..... Private yord services
Dainayne ..... Cleaning services
Kastrildon ..... Fabric and clothing importers
Lermpha ..... Limilate fabricators
Mersigh ..... Tanners
Rutterbus ..... Food service (caterers)
Schaedir ..... Paper makers
Ubrissa ..... Groomers (hair, nails, clothiers)



Moether Klades

Group of klades with mother house in Ardoth. Some member klades: Jansa Passage, Moether Rug and Silk, and Shamm

Jansa Passage . . . . . Klade specializing in crystal dust used in Joruni funerals. The dead are sprinkled with
. . . . . dust to speed them on the isho wind. One of the oldest klades in Ardoth
Moether Rug and Silk . . . . . Independent thivin weavers. Affiliated with Shamm Klade and other weaving klades
Shamm . . . . . Growers of birl stranded grass for Cushindell silk production. Has ties to several
. . . . . weaving klades.

Nirfer Klade

Nirfer . . . . . Bridge building klade most often contracting with governments

Palandrinth Klade

Palandrinth Klade . . . . . Lighthouse klade

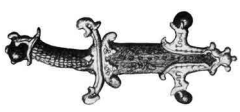
Pesade Klades

Group of klades offering variety of services and consumer goods; often compete with Lorgin Klades. Mother house in Dowsen, Heridoth

Aggum . . . . . Tarro trainers (mostly bronth)
Codesh'en . . . . . Tailors
Diomis . . . . . Glass blowers
Lalbin . . . . . Sculptors (stone and metal)
Olillion . . . . . Thivin animal breeders and meat suppliers
Sonra Trey . . . . . Sea merchants
To Ween . . . . . Thriddle farmers and papermakers
Untina . . . . . Perfumers

Shatwire Klade

Shatwire Klade . . . . . Ardothian perfume and oil klade in Manser prior to being relocated to Klade Bay in
. 3366

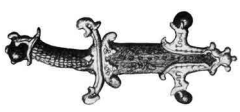


Jorune Names

Laune Kin
Ashersa Loggar
Leksans Lauraut
Dri Awgire
Dhausal Girin
Ace Acurle-
Achafra Tra
Beaggni Deasp
Bet Sulleat
Whoo'sa S'na
Inaber Tri
Inia Craro
Scourva Cra
Scine Monicau
Elimene Yortne
Coundou Cid
Lis Sarampe
Vindace Dyney
Leasado Codis
Colbayi Hudge
Dhaudge Sharth
Eshomie Sarroth
Nathela Ristrin
Sall Joanne

Kaile Phare
Liggaur Oth
Joanda Capper
Lysht Laudacu
Elshale Son
Sons Garrie
Karint Pedwail
Muligri Cassahd
Dre Carotte
Har Harimbe
Dishand Bochaut
Sanabah Salzer
Marra Clemail
Maro Jendiyo
Katin Acedrau
Leather Elle
Lor Vinie
Loligge Gruggni
Patinde Melbis
Terriss Katie
Scolie Kipklec
T'haurt Yorosim
Volig T'hoisa
Jamoroi Chrit

Tron Sodicid
Delath Thaun-i
Larrmor Courdac
Laureth D'la
Lourisa Kie
Ther Amilipk
Illim Ablogra
Achin Janamis
Shi Deirm-e
Karkie Thafril
Flugnie Har
Thelbay Muadiji
Kaigint Kee
Polbisa Vandra
Criddyn Debbaye
Haryce Suzanie
Acessim Ther
Eshrime Meld
Loron Julirji
Tephaur Londoth
Austens Allia
Jandrye Essayeh
Cer Shleage
Step Sanie



Rules and Appendix

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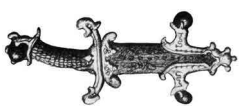


Intro for crugar campaign

Written by Mark Wallace

The mission our squad had been assigned this time looked really rough. I had only been on the West Face a few weeks. I had never even talked to anybody who had been this deep into Temauntro. We would get a few hours sleep tonight, but everyone was really nervous about what we would be up against in the morning. I began to think about the Captain's lecture on crugar. It had gone straight over my head at the time, but I could see now that what he had been saying was really important...

The Captain's lecture on crugar:

„Before we start, I want to make it clear that the content of this briefing is confidential information. You are not to discuss this information in public, you are not to discuss it with civilians. This is a summary of the essential information that the Burdothian Army has collected about crugar: their physiology, their habits and temperament, and their social structure. While parts of this summary may seem to be common knowledge, our coherent view of the crugar should be kept confidential."

„Most of you have been here on the West Face for over a week. By now, all of you have seen crugar, some of you may have spoken to crugar, but probably none of you have seen crugar in combat. A crugar in a tavern and a crugar in combat are completely different animals. Your average crugar is just as rational as most people – don't underestimate them, they're clever, sly, and they make good decisions. In a fight, though, a crugar can become more enraged than the most temperamental of men. They become obsessed with a single-minded drive towards victory. They are often willing to risk anything, their lives or the lives of their comrades, to win a fight once it has begun."

„Don't get the impression, though, that crugar lack all prudence. First of all, they rarely pick a fight unless they're sure they can win. Also, if at some point they become convinced they will lose despite their best efforts, they will bolt without hesitation. They don't fear death, but defeat. Rather than lose the fight, they'll run, on the chance that they may get another shot at you when the odds are better. At this point I've drawn a fairly frightening image of crugar in combat. Keep in mind, though, that our strategist think that man for crugar, a Burdothian military unit is superior to any equally armed crugar force of the same numerical strength. There are very good reasons for this, and I want to go over them one by one."

„First, let's compare your average crugar infantryman to his Burdothian counterpart. On balance, the crugar is probably your physical equal, but he is vastly different, with different strengths and weaknesses. The crugar is probably quicker than you are: he can move faster, sprint faster. He's a few inches shorter than you, maybe a little lighter, but no less strong. You have the upper hand in stamina and physical constitution. A crugar may be able to sprint away from you, but stay on his trail for a few hours and you can wear him out. If you've been wondering why we've been putting all of you through this high altitude endurance training, that's what it's all about.

„Crugar don't hold up to injury or loss of blood very well. If one of you takes an arrow in the side, we expect to carry you off the field alive. A crugar's chances aren't as good of surviving a major injury. Even minor wounds will slow down a crugar unit considerably. They are aware of this, and often leave their wounded behind. Don't be surprised if you see this in the field – the crugar do expect to come back and get their wounded. Usually they will apply a field dressing and leave their wounded with plenty of chri root to chew on. Chri is a pain killer that can keep even a badly wounded crugar happy for a few days. It has the additional benefit that it causes any crugar that falls into our hands to talk nonsense for several days."

„It is in the area of sensory perception that you and the crugar will differ the most. The crugar are used to living in the woods and fields, so they will be more alert that most people. For instance, while a crugar's hearing isn't any more acute than yours, he's

probably better at listening. If you pay attention to noises and think about what you're doing, you can hear just as well as a crugar. The crugar has a very good sense of smell. His nose is better than yours, so don't give him a chance to use it. If there are crugar nearby, you must be very careful about smoky fires or hot food that may give away your position. Don't move upwind of crugar, they may smell you."

„Your eyes are better than the crugars'. Their color vision is weak, and they apparently see with lower resolution than humans. They have weak depth perception, and are not good at tracking several objects at once. They are, however, very good at detecting isolated motion. What does this mean to you? One: as long as they don't smell you, there's a good chance you'll see crugar before they see you. Two: it is possible to camouflage yourself very effectively from crugar. If you stay perfectly still and blend in with your environment, they may not notice you even at close range. Some of you probably remember from basic training haw difficult it was for you to see through camouflage –it's even more difficult for crugar. Three: the crugar aren't very good with range weapons such as bows or spears. Part of this is due to their physical structure, but it is mostly due to their inferior depth perception. Because of his speed and agility, a crugar will be better than most of you in hand-to-hand combat, but your ability with bows, crossbows, of any thrown weapon will be superior to those of the crugar. Keep this in mind – don't let a crugar close on you if you can get him at a distance."

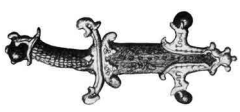
„Well, aside from the fur and all the other obvious differences, we've discussed most of the important physical differences between you and the crugar. You should keep these differences in mind: I'm sure your combat instructors will discuss them in more detail. Don't exaggerate these differences in your mind, though, and remember that there are always exceptions: some crugar may have better vision than most humans, and some humans can sprint faster than even a crugar on all fours.

„The differences between crugar and humans that are most important to our tacticians aren't physical, but behavioral. Crugar are apparently less social than humans, and they don't cooperate nearly as well in small or large groups. All of you who are good soldiers understand the importance of following orders. Most crugar don't – a crugar may do what is generally expected of him, but often with small variations that can foul up their plans and leave weaknesses we can exploit. A crugar commander is a good bit more likely to try something stupid than your sergeant is. The crugar leadership recognizes this problem, which is why they usually opt for a direct assault with few complex tactics. You can take maximum advantage of this crugar weakness by always following orders precisely."

„The traditional crugar social unit is the clan. A crugar's loyalty is to his clan, often above his personal interests or even his immediate family. There are, of course, independents. We've all seen the crugar in the villages. But keep in mind that even they may sometimes have clan loyalties that are not immediately obvious. A crugar clan may be made up of anywhere from a few dozen to a few thousand crugar, Often the clans are nomadic, having seasonal camps that may move through a large area over a period of several years. They consider their hunting grounds to belong to the clan: they will always return to these grounds, and are vigilant in their defense even if they have been away for years. If hailed by crugar in crugar territory, you should make it clear that you intend to pass through without hunting or trapping. There are a few human trappers out here near the border, but they have agreements with the local crugar clans."

„It is only when several clans cooperate that the crugar mount any major military action. Recently, several clans from eastern Temauntro have mounted a joint action in an attempt to drive our settlements from the west face. That's why you're here now. The only crugar in recent history to overcome this clan loyalty and unite almost all of the crugar was Chain Docha – he almost took all of Burdoth. We hope that doesn't happen again, so we try not to alienate all the clans at once."

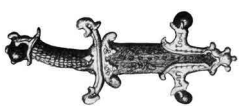
„That's all for today. I want you all to report to your lieutenants and regroup with your squads. Prepare for a high altitude training run at fifteen hundred hours."



Skill List

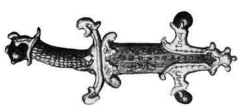
Skill	Type
Acting	Other
Advance	Combat
Arithmetic	Practical
Astronomy	Other
Bargain	Common
Battleaxe	Combat
Bio-tec (Advanced)	Other
Bio-tec (Basic)	Practical
Biology	Other
Bochigon	Other
Bola	Other
Bow	Other
Bribe	Common
Bureaucracy	Common
Caji Etiquette	Otherlsho
Carpentry	Other
Carving	Other
Climb	Athletic
Club	Combat
Conceal Self	Common
Contacts	Common
Cooking	Common
Creature Care	Other
Crossbow	Other
Crystal Cutting	Other
Current Events	Practical
Dancing	Other
Defend w/Shield	Combat
Defend w/o Weapon	Combat
Drinking	Other
Earth-tec (Advanced)	Other
Earth-tec (Basic)	Practical
Entangle	Combat
Etiquette	Other
Evade	(roll against Agility)
Farming	Other
Fast Talk	Common
Fauna Recognition	Practical
First Aid	Common
Fishing	Other
Fist	Combat

Skill	Type
Flora Recognition	Practical
Foraging	Common
Gaming	Common
Geography (Advanced)	Other
Geography (Basic)	Practical
Geology (Advanced)	Other
Geology (Basic)	Practical
Getting Around	Common
Halberd	Combat
History (Local)	Practical
History (World)	Other
Horse	Other
Information Search	Common
Interaction	Other
Weather	Other
Juggling	Other
Jump	Athletic
Kick	Combat
Knife	Combat
Knife, Throwing	Other
Language (Specific)*	Other
Languages (General)	Other
Limilates (Find)	Other
Limilates (Prepare)	Other
Literature	Other
Longbow	Other
Lore	Practical
Mathematics	Other
Medicine	Other
Military Etiquette	Other
Morning Star	Combat
Orating	Other
Painting	Other
Philosophy	Other
Physics	Other
Pibber	Other
Pick Locks	Other
Pick Pockets	Other
Pike	Combat
Pistol	Other
Play Musical Instrument	Other



Skill	Type
Prestidigitating	Other
Rifle	Other
Sailing	Other
Sculpting	Other
Search	Common
Set Traps	Other
Set up Camp	Other
Shipwright	Other
Singing	Other
Sis-ganj	Other
Sis-naun	Other
Sling	Other
Spear	Combat
Staff	Combat
Stealth	Common
Story Telling	Other
Swim	Athletic
Sword, One-handed	Combat
Sword, Two-handed	Combat
Tackle	Combat
Tailing	Common
Talmaron	Other
Tarro	Other
Teaching	Common
Thikes	Combat
Thombo	Other
Thriddle Madness Etiquette	Other
Tracking	Common
Traveller	Practical
Trident	Combat
Turret	Other
Underground Information	Other
Weather	Practical
Whistling	Other
Wilderness Travel	Common
Withdraw	Combat
Writing	Other

* All characters have their own language at Seasoned, and the written form of own language at -3 the spoken skill.



SkyRealms of Jorune Errata

The following information is the errata for SkyRealms of Jorune, 3rd Edition as created by SkyRealms Publishing and produced by Chessex. SkyRealms of Jorune, Errata Sheet is Copyright 1992 by SkyRealms Publishing.

CREATING YOUR CHARACTER

- Pick a race (pages 45-48)
  Choose from humans, boccord, muadra, woffen, crugar, or bronth.

- Roll Characteristics (page 50)
  For all 12 characteristics, roll 4D6 and drop the lowest die, distribute 150 points among your characteristics, or use the Characteristics listed in the occupation you choose. Apply racial modifiers to Characteristics (found on page 51).

- Choose Occupation (pages 55-64)
  Pick an occupation from the list which starts on page 55. Record all of the resulting skills on your character sheet.

- Record Characteristic Abilities (pages 51-52) Record Social modifiers, Advantage bonuses, To-Hit bonuses, Injury bonuses.

- Record Basic Abilities (pages 53-54)
  Fill in the Modifiers and Bonuses on the character sheet for Size Modifier, Lifting Weight, Running Speed, Friends, Stamina, Number of Focuses.

- Choose Practical Knowledge skills (page 53)
  Education x 3 Rank Points. Practical Knowledge Skills are found on pages 65-66.

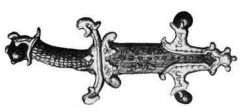
- Choose Common skills (page 53)
  Education x 3 Rank Points. Common Skills are found on pages 6-69.

- Choose Athletic skills (page 53)
  All athletic skills start at Agility / 4. Players distribute an additional Rank points equal to the character's Agility. Athletic Skill are found on pages 69.

- Choose Extra Skills (page 53)
  (Education - Occupation Cost) x 3 Rank Points. If this number is less then 0, then the occupation can not be chosen. Extra skill points increase any previously mentioned skills or those found on pages 69-76. Isho sensitivity skills and dyshas are described on pages 94-101.

- Pick Focus Skills (Page 53)
  Choose the Skills that you wish to make focuses. Record them in the Focus section of your Character Sheet.

- Range Weapon Rank Modifier (page 54)
  All aimed weapons begin at Aim Rank / 4. This is the character's Aim Bonus.



- Background (pages 77-79)

- Initial Equipment (pages 80-84)

RULES UPDATE

- Page 50, Occupations:
  You can generate your characteristics by rolling or distributing points, or you can use the Characteristics described by the sample characters listed in the Occupation section on page 55. If you used one of the first two methods, skip ahead to page 55 and chose your occupation. Then proceed with the instructions on page 51.

- Page 50, Left column, half-way down:
  „In the title of every skill description is its difficulty..." Change „Rank of 10" to „Rank of 9"

- Page 51, Right column, half-way down:
  Strength Bonus is actually a character's Injury Bonus. Step 5 in the competition of strength rules should refer to step 4.

- Page 52, Left column, half-way down:
  Speed: To find a character's actual running speed, you must add any bonus or penalty found on the table at the top of page 53.

- Page 53, Left column, half-way down:
  The Gawdieth limilate is created from the ahgoobung root found in southern Dobre. This limilate allows muscles and ligaments to stretch beyond normal limits, enabling woffen to run on all fours without discomfort. Without it, a woffen can only achieve a speed in yards per round of (Speed Rank + 2) and will be stiff and sore thefollowing day (minus 2 to all combat rolls and -6 to running speed the following day).

  The effects of this limilate begin ten minutes after ingesting and last for 12 hours. Gawdieth is commonly available in lands that woffen inhabit and costs only a few gemules per portion. Woffen take personal offense to high Gawdieth prices. Traders have been burned our of shop by woffen outraged by what they see as extortionary practices. Gawdieth has a shelf life of only a few months and all attempts at preserving it have failed. Bio-tec Iscin are working on ways to improve its potency and durability.

- Page 54, Left column, Top:
  The mention of chapter 3, Isho, is very important. Muadra characters use their Extra Skill Points (described at the bottom of page 53) to choose any dyshas not given to them by their occupation.

- Page 54 Melee Weapon Table:
  Staves are +1 bonus for defense.

- Page 55:
  Only Muadra characters may choose Occupation Groups that include dyshas.

- Page 85, Top Left:
  The first paragraph on page 85 is in error. Rolls to improve a skill are made against the appropriate Characteristic are listed on the previous table. The paragraph should read:

  Skill become harder to improve as a characters become more proficient with them. Below are the Rank penalties for each Level of experience with a skill. Thus, a character who is Rank 13 (Experienced) with the sword, and has an Agility of 15 would have to roll 1 through 5 (15 - penalty of 10 = 5) on a D20 to improve his sword Rank to 14. If he was Rank 16 with the sword (Seasoned), he would have to roll a 1 (15 - penalty of 15 = 0, but the minimum chance is always a 1).

- Page 85, Top Left: The table labeled: PENALTY WHEN USING A SKILL should be replaced with the

  PENALTY WHEN IMPROVING A SKILL

Experience with Skill	Penalty on roll to improve
Unfamiliar	0
Familiar	5
Experienced	10
Seasoned	15

- Page 90, Last paragraph under Isho Points:
  Bonuses and penalties on the roll to increase Isho Points are added to the character's Isho Characteristic, not the roll. Thus, if the Isho weather was +3, a character with an Isho Characteristic of 15 would need to roll a 1 through 18 to increase Isho Points.

- Page 91, Moon Skill Ranks:
  Woffen and crugar characters must take appropriate Moon Skills in order to have the racial dyshas (Power-Hold for woffen, Lightning Blast for crugar).

- Page 92, Crystals:
  „with diayards of about 2 inches" should read „with diameters of about 2 inches."

  Blue Crystals:
  The loss of Stamina points for activating a blue crystal equals its Isho value x D6. Characters with 0 or negative Stamina fall unconscious for 1 minute for every point below 1.

  Green Crystals:
  Limbs take a minimum of two years to regrow. Green crystals must be kept near the area of the limb at least 50% of the time (tied or draped).

- Page 93, Dysha Skill Level, last paragraph:
  When a character launches a bundled orb, only one orb is released, but it has greater effect. A character of Rank 16 with Power-Orb (which becomes Seasoned at rank 15) would be able to weave an orb with the strength of 6 orbs, adding +5 to the injury roll.

- Page 94, Shields, and how they fail:
  The final attack that fells a shield penetrates it at full strength.

- Page 96 Flingers Dysha:
  Rolls to hit with each of the five orbs can be made separately or one roll can be made for all five. Flingers that are dispersed randomly are at a -5 penalty to hit targets, but give a -3 Advantage penalty to everyone within 5 yards (excluding the Caji) in the following combat round.

- Page 97 Fire Touch:
  Those using Fire Touch do not make contact with their target. The heat is so great that the caji's hand never comes closer than 1 inch to the target.

- Page 98, The Bell dysha:

  Bell
  Requires: Shal 10, Ebba 6, Desti 1
  Isho, Range, Difficulty: 5, 20, Moderate

  This Dysha creates a clear tone to anyone within earshot. This can be used for an alarm or to attract or distract. A powerful improvisation learned by characters seasoned with this Dysha is the ability to send a spoken message through the orb. The duration of the sound of the Bell orb is 1 combat round of 2 seconds. Additional bundles can increase this time by 1 round per bundle.

- Page 98, Inner Ear, Inner Eye:
  The range is 6 feet for both these dyshas. The type of blocking material does not matter. These dyshas cannot be used through charged crystals.

- Page 99, Unweaving:
  Unweaving can only be used against a Dysha by the target character. No protecting your friends.

- Page 109, Roll for Injury:
  The reference should be, „Refer to the Injury Table on page 114"

- Page 109, The Force of Blows:
  This is an optional rule.

- Page 110, Range Combat:
  The reference should be, „Refer to the Range Combat Table on page 115"

- Page 110, Types of Range Attack:
  (1) The minimum Advantage needed to attack without penalty in range combat is 6.

- Page 111, The Advance and Withdraw Maneuvers:
  Change from: „In this case the combatant with the reach advantage would receive the bonus of 5 to his Advantage roll and his roll to hit, and his opponent would get no defense roll except a roll with Defend Without Weapon."

  To:
  „with Defend Without Weapon or Defend with Shield (if he has a Shield)."

  Add before last paragraph:
  The advance and withdraw are two examples of attacks that involve movement in combat. A third example is the „flank." This attack is used when two or more combatants are attacking a single opponent. If a combatant is successful with this maneuver, his opponent is flanked. A combatant will have an advantage bonus of 5 when combating a flanked opponent. If there are 3 or more attackers against a single opponent, then a series of two flanks will put one attacker completely behind the opponent, giving the attacker a bonus of 10 to advantage in subsequent rounds.

NOTES FOR THE SHOLARI:

The rules give characters great latitude in choosing their skills, especially where it comes to Extra Skills (bottom of page 53). As Sholari, you have the authority to place any limits that make sense for the character. For instance, it wouldn't make sense for a Dyte Punk to be an expert in Iscin skill of Bio-Tec. However, if the player can give the Sholari a reasonable character history, make allowances. Use discretion. Less experienced players tend to sabotage their characters by using all their skill Rank points on a few skills.

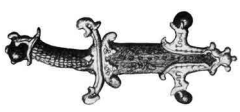
The following paragraphs were clipped in typesetting on pages 185-187.

SHANTHIC TECHNOLOGY

Shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful implements.

- Sarceens
  Sarceens hold information in the form of sculpted Isho that the user receives by holding the device to the forehead and releasing a bit of the person's Isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that the device has to offer. Be careful with sarceens, they are more powerful than they appear.

- Cle-eshta
  Cle-eshtas are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Tra-sense. With cle-eshtas, skilled shanthas can pick up information about Isho weather from all over the planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the Earth colony. Cle-eshtas also act as Isho magnifiers. Highly skilled shanthas have great sources of power at their disposal. Cle-eshtas are too heavy for all but corastin and croid to carry.



- Shanthic Blades

  Shanthic blades are crafted out of the thailiers of the Dhar Corondon. Their sharpness defies even the best metallurgy. To take this into account, add to the die roll for armor penetration and the injury die roll. A one point addition is the most common. For better made blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 bonus to hit. Only swords and two handed swords are made into shanthic blades. Most are boccord sized (shanthas are pretty tall), although some human and muadra sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of prices for each of the different blades.

Injury Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gs
+4	5 gs